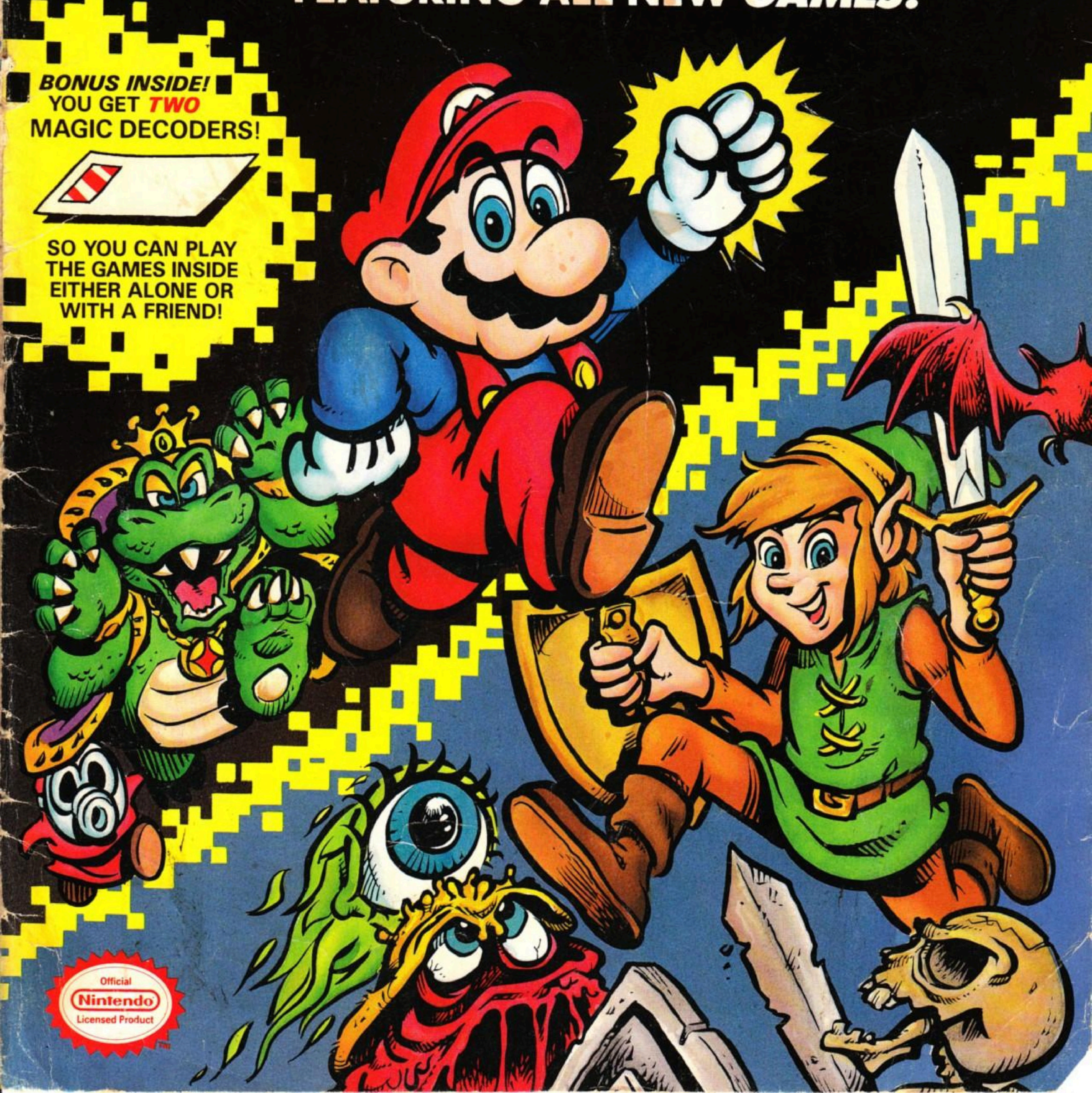
DIAMOND

59¢

Nintendo®

STICKER ACTIVITY ALBUM

FEATURING ALL NEW *GAMES!*



DIAMOND STICKER ACTIVITY ALBUMS

WITH THE MAGIC DECODER™

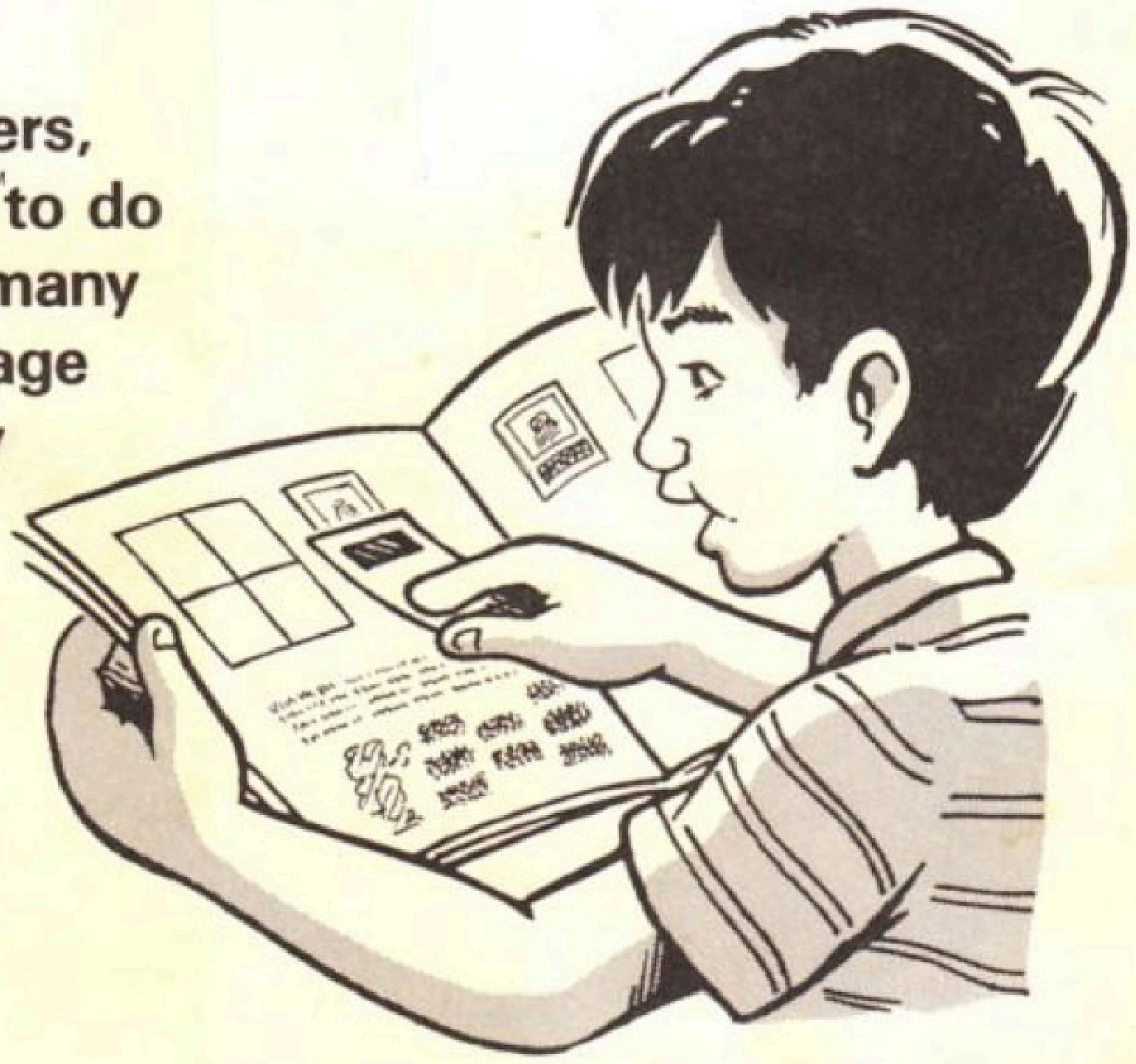


(1) After purchasing your sticker album, carefully remove your MAGIC DECODERS™ from the book by slowly tearing along the perforation in the cardboard holding them in place.



(2) Now tear down the perforation in the middle of the two decoders.

(3) As you continue to fill your album with stickers, you'll be able to use your MAGIC DECODER™ to do the puzzles and play the games that are on many of the stickers, as well as on almost every page of this album. You can play alone (using only one of your decoders) or with a friend (using *both* decoders).



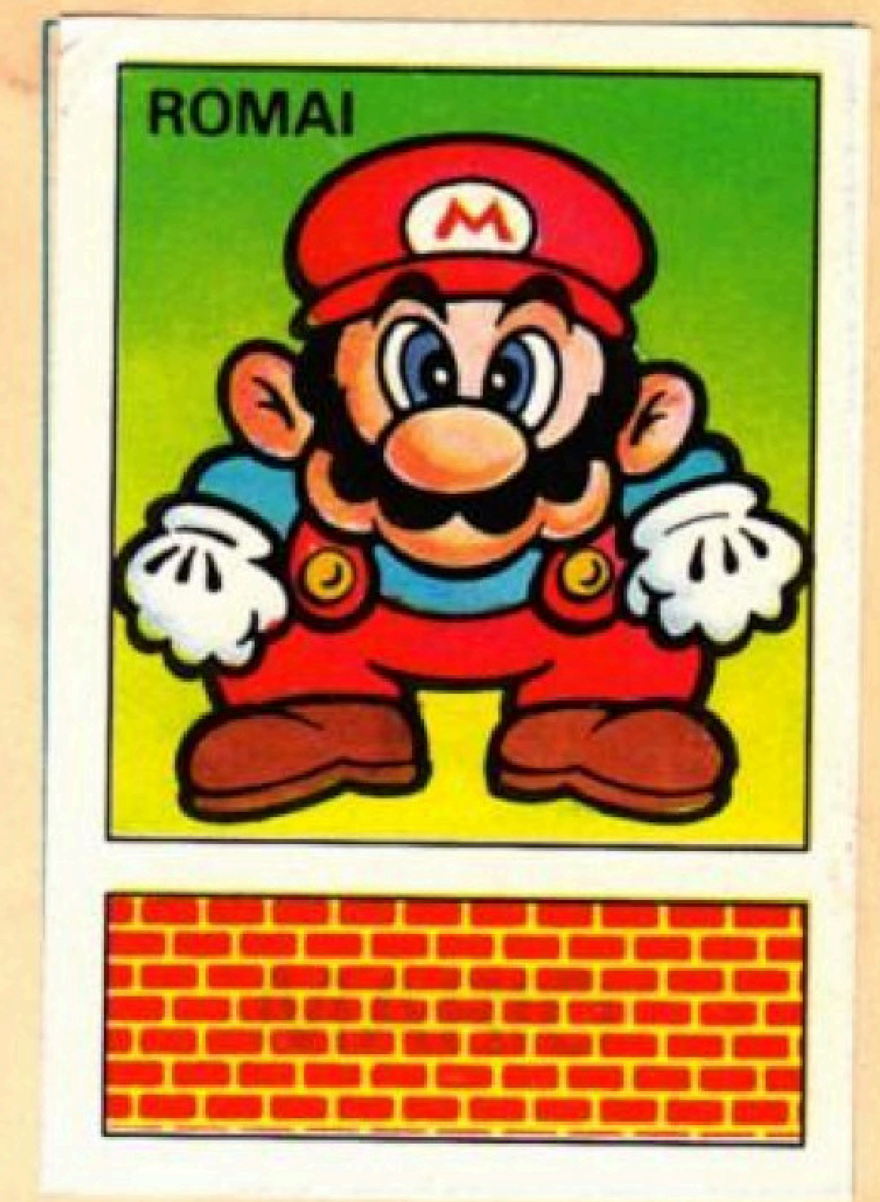


(4) By placing your decoder over the red patterns on the special stickers and on the puzzle pages, you will be able to see *right through* the red pattern. Surprise! You see the game pieces and puzzle answers!

SUPER MARIO BROS.®

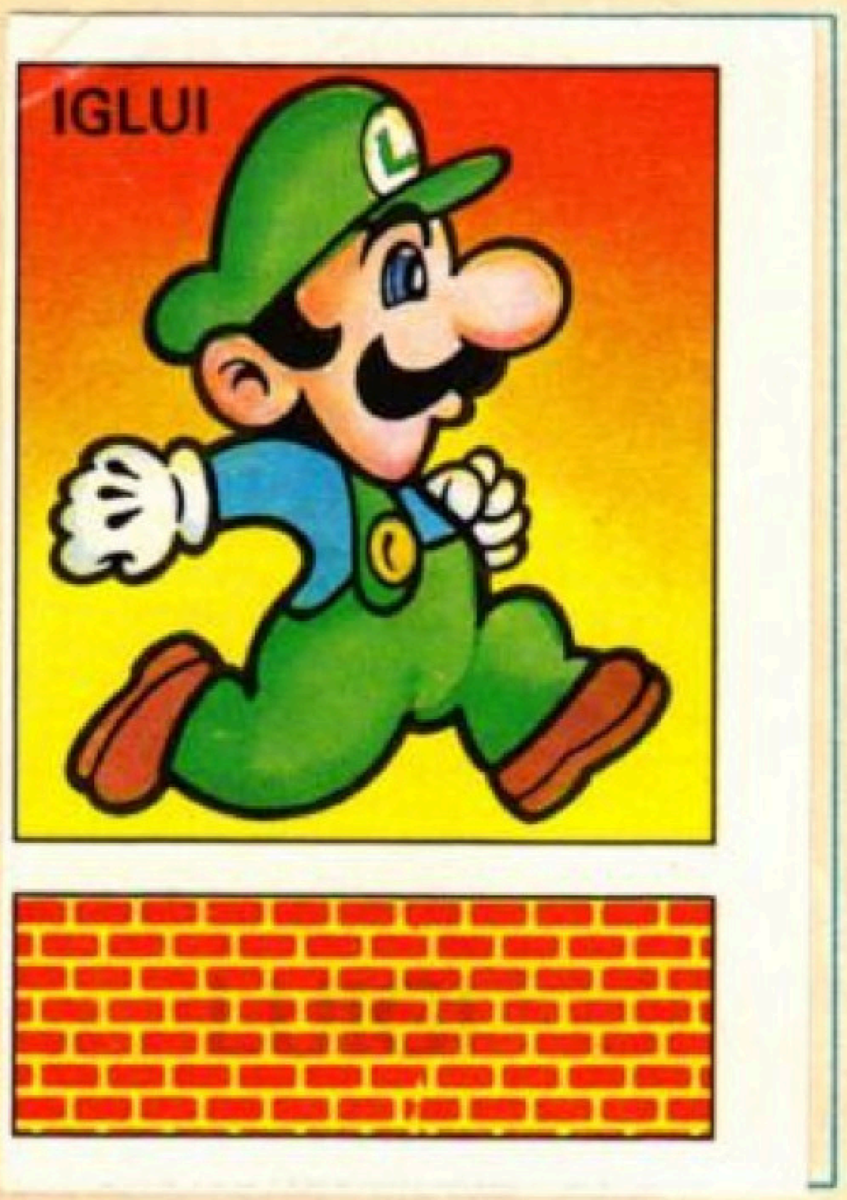




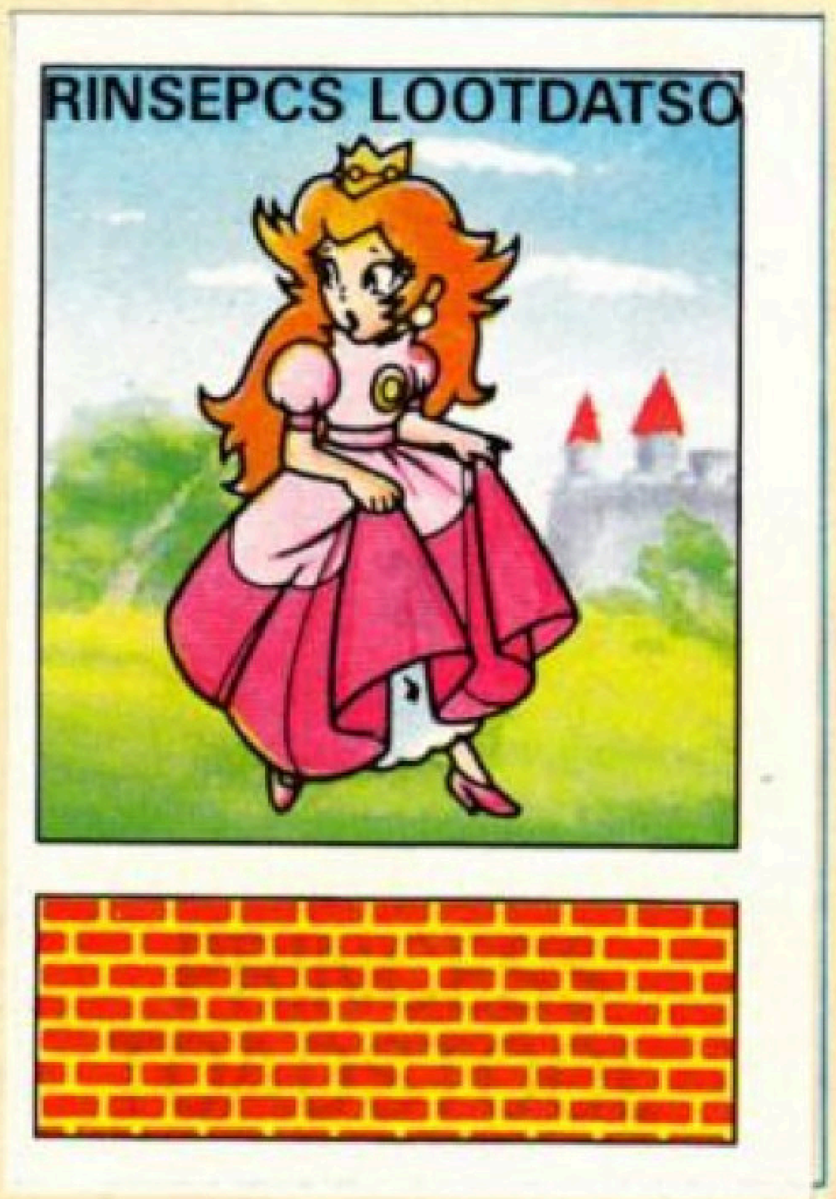


1. **Clue:** Our hero. This little guy is out to save the Mushroom People from the black magic of Koopa.

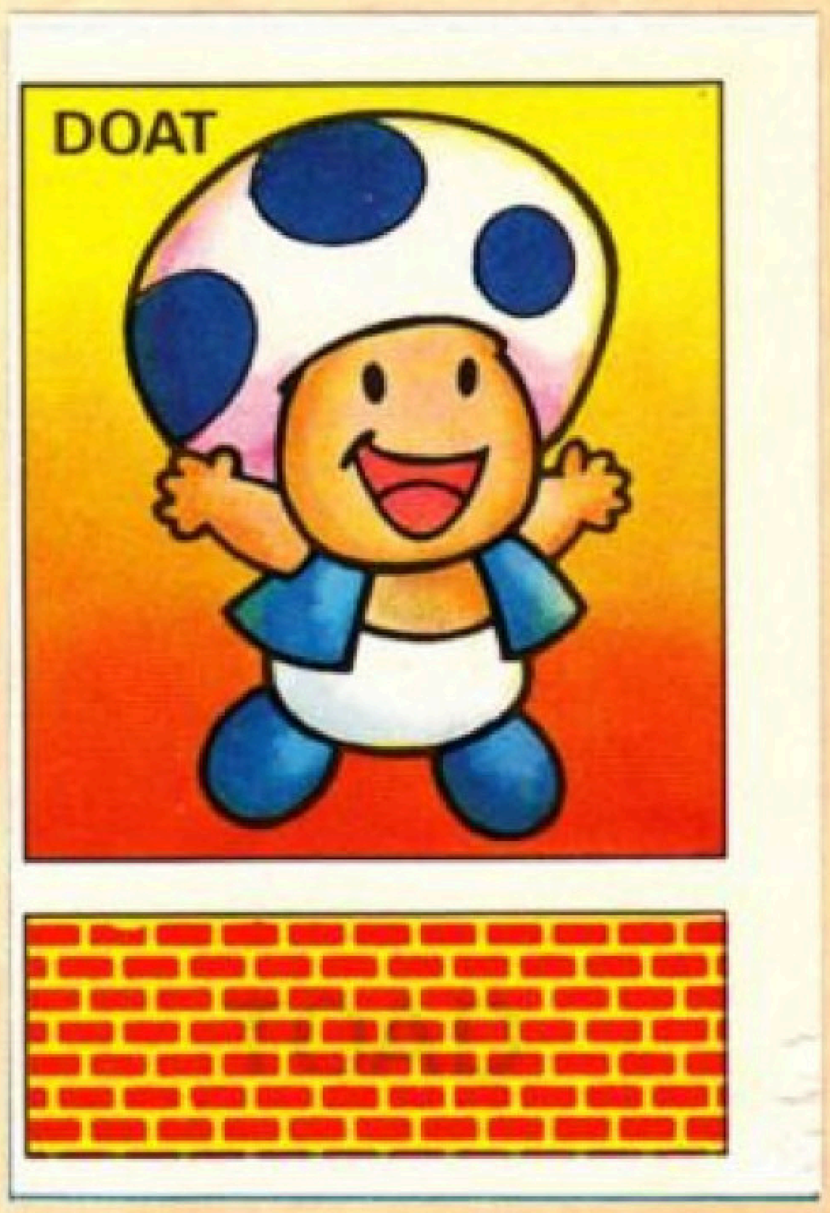
HEY KIDS! **Can you de-scramble the letters to these SUPER MARIO BROS. characters' names? Use your MAGIC DECODER™ to check your answers. The characters' *REAL* names are printed on the stickers in the box below each picture!**



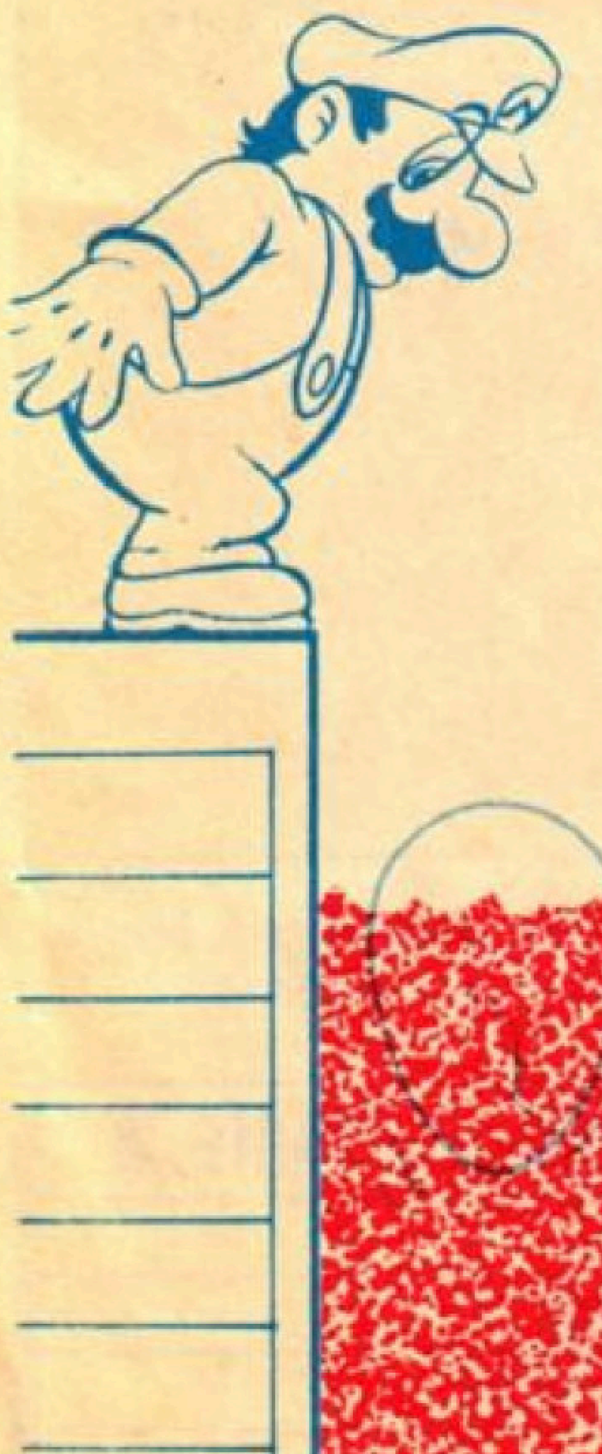
2. **Clue:** Mario's brother, he has joined Mario in his quest.



3. **Clue:** Princess of the Mushroom Kingdom, she is the only one who can break the spell of the evil Koopa king.

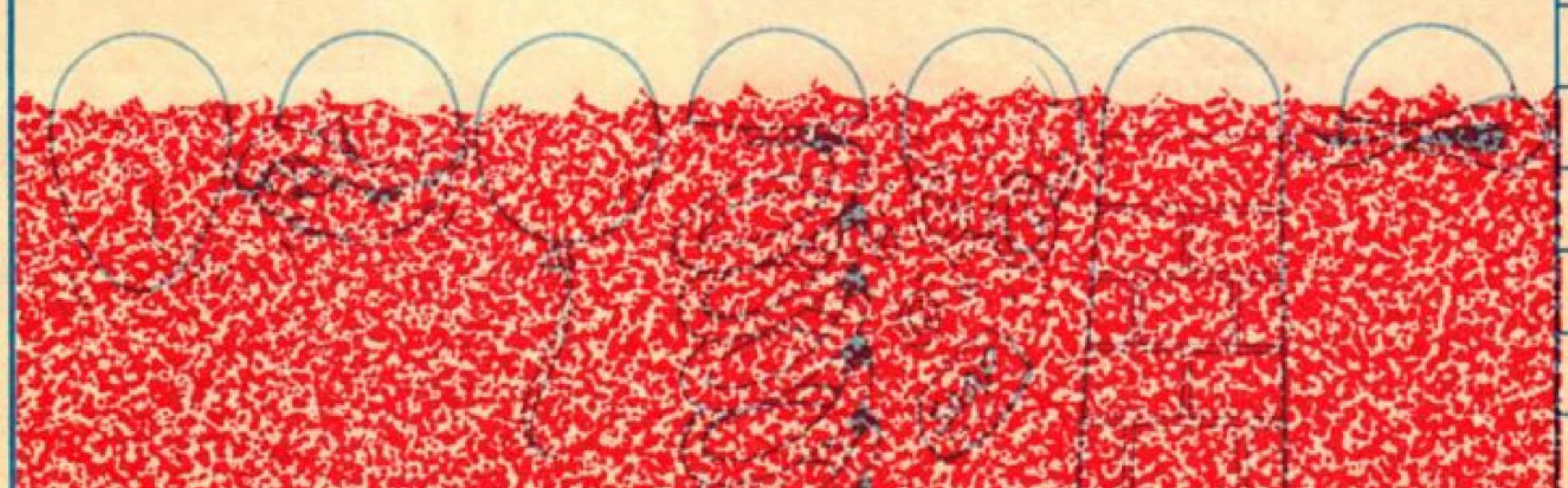


4. **Clue:** Originally one of Princess Toadstool's attendants, this strong little fellow helps Mario on his mission.



HOT ON THE TRAIL OF A COIN, MARIO MUST CROSS A DEEP RIVER. CAN YOU GUESS WHICH STONE IS SAFE FOR HIM TO JUMP ONTO?

FOR TWO PLAYERS: See who can find the safe stone in the least number of tries. The *driest* player is the winner.
FOR ONE PLAYER: Try to find the safe stone. Check scorecard for your rating.

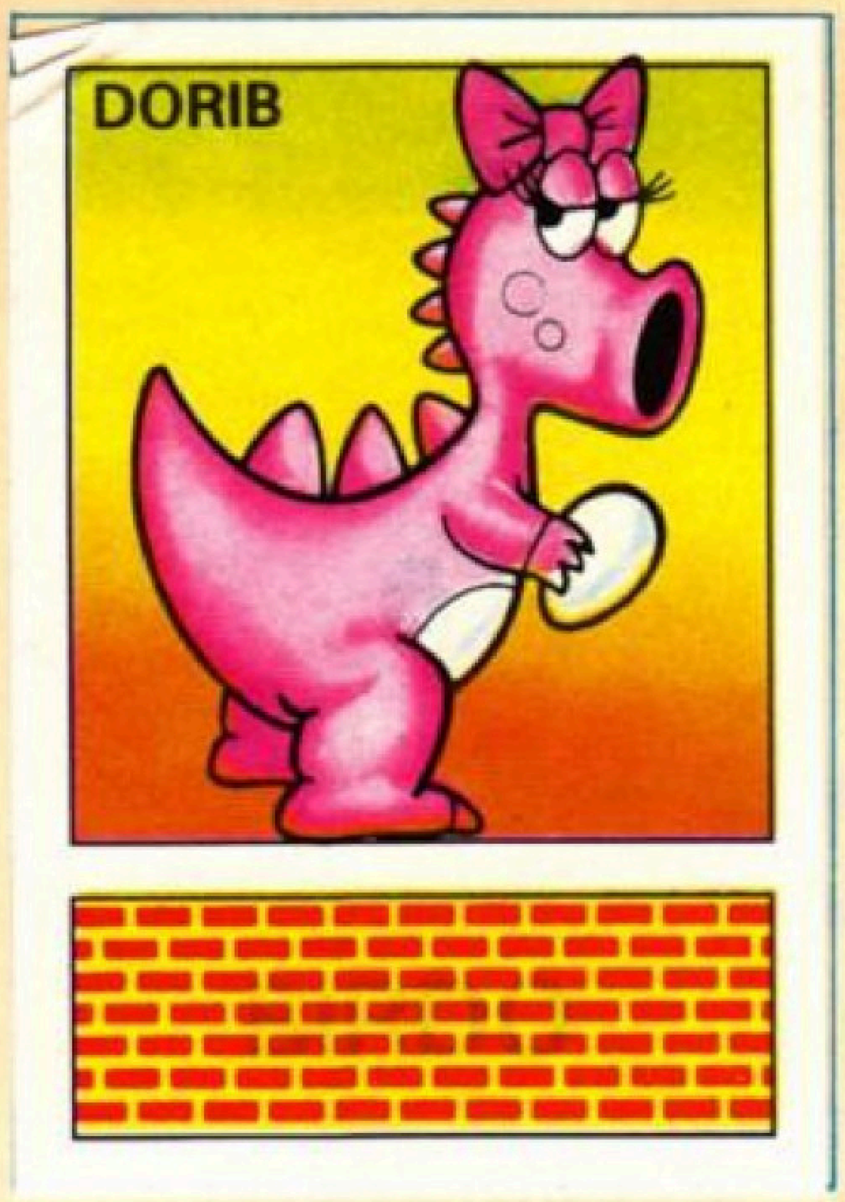


NINTENDO SCORECARD • **GAME 1**
1 TRY • SAFE AND DRY!
2 TRIES • SLIGHTLY MOIST
3 TRIES • ONLY DAMP
4 TRIES • WATER LOGGED
5 TRIES • SOPPING WET
6 TRIES • ALL WASHED UP
7 TRIES • BETTER LEARN HOW TO SWIM

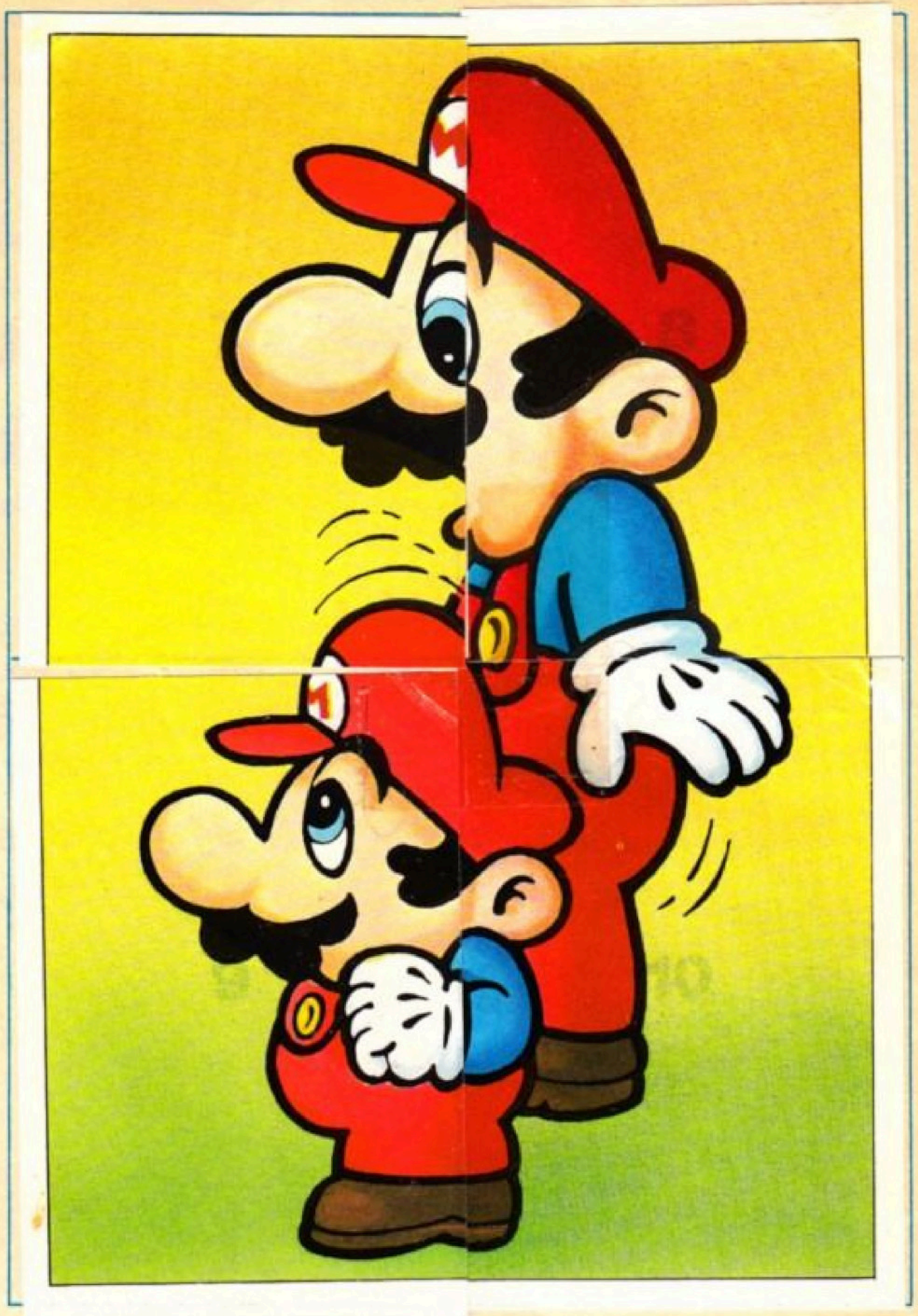
Editor: Jay Lynch. **Layout:** R. Pockmire. **Interior Album Illustrations:** concepts and pencils by Phil Foglio/inked by Julie Sczesny.
Inside Back Cover: Brian Thomas.



5. **Clue:** A creature about the size of a basketball, he resembles a ladybug. He lives on vines and crawls up and down.



6. **Clue:** He thinks he is a girl and he spits eggs from his mouth. He'd rather be called "Birdetta."



7-10. Here we see Mario grow to be super. To battle with Ninji, Birdo and Blooper.

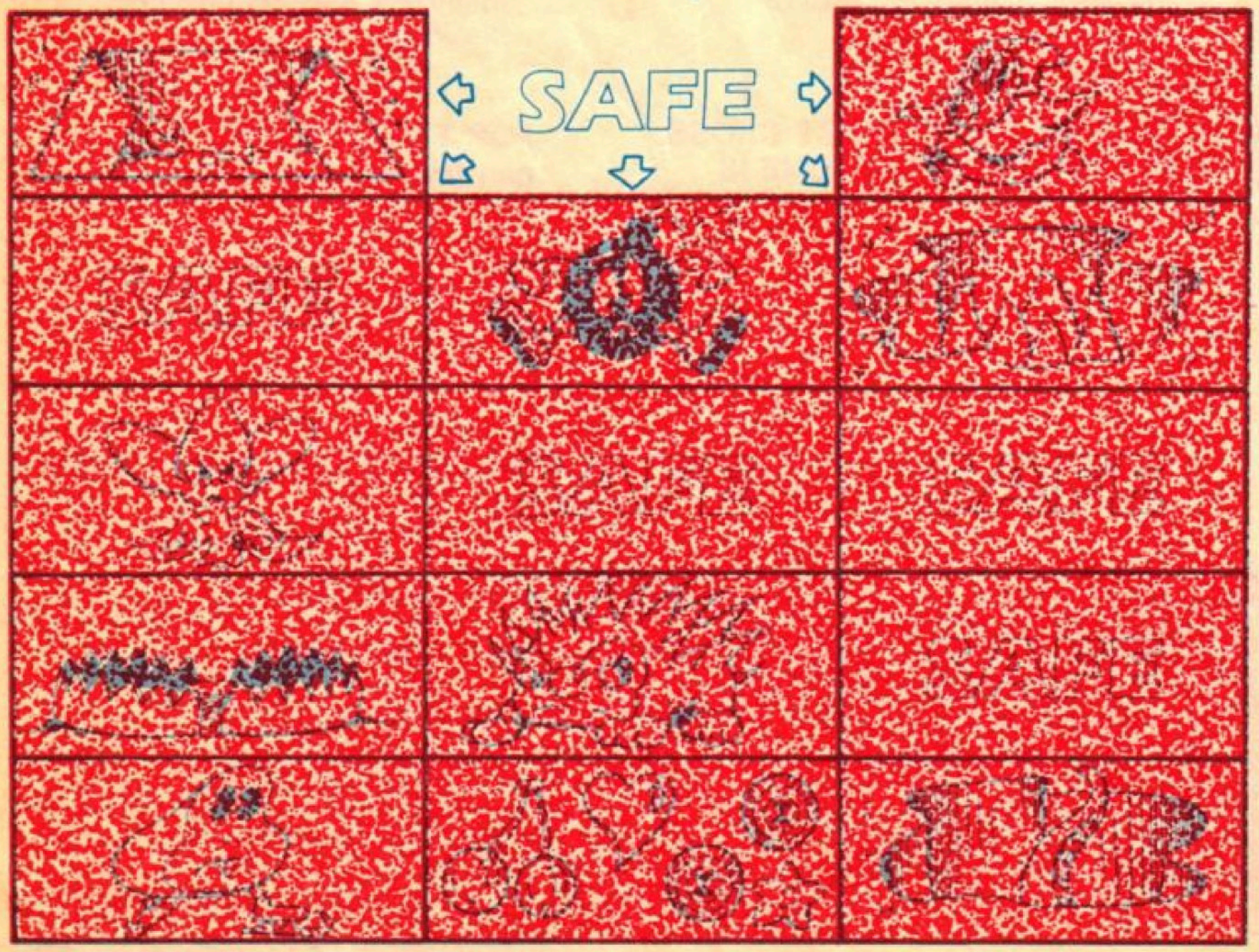
DEEP INSIDE AN ANCIENT PYRAMID, A FORTUNE WAITS FOR LUIGI — *IF* HE CAN ONLY GET ACROSS THE FLOOR!

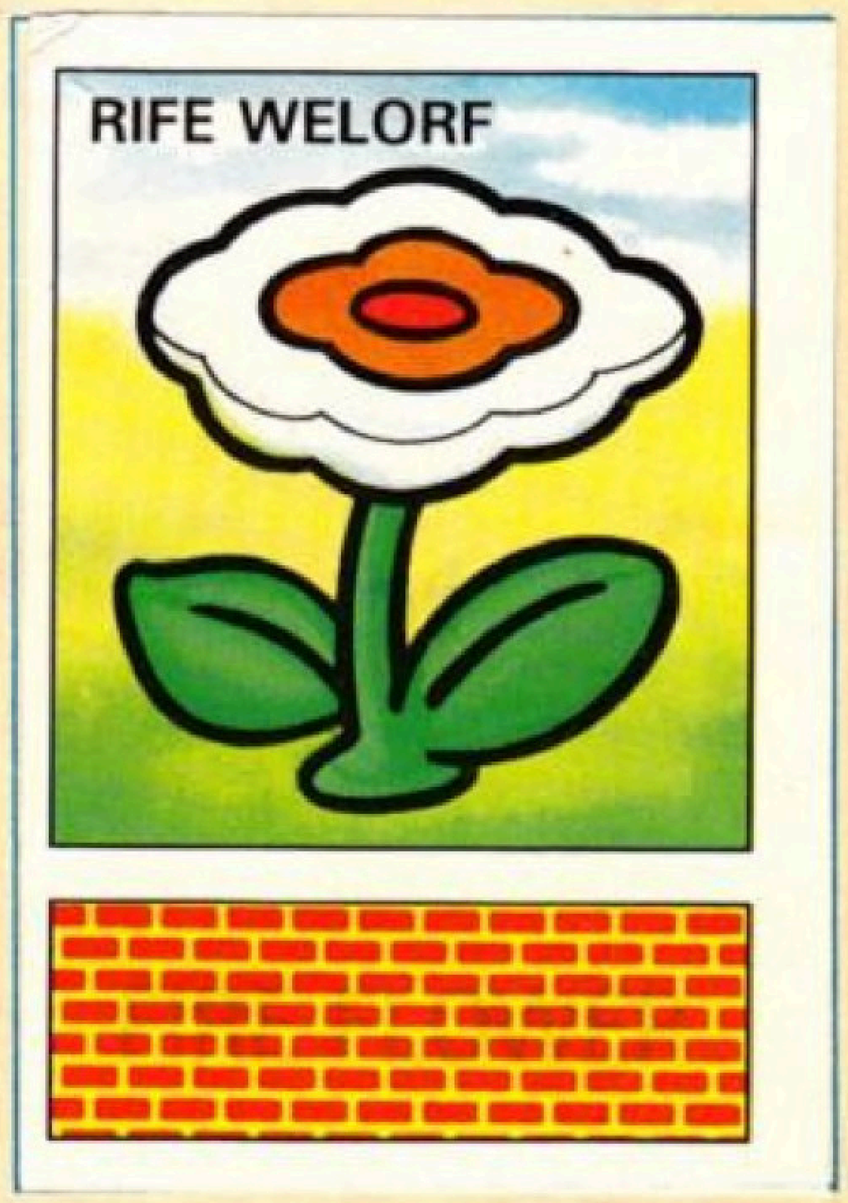
***YOU* ARE HIS FAITHFUL NATIVE GUIDE. BUT BE CAREFUL, TRAPS ARE EVERYWHERE!**

FOR TWO PLAYERS: Each player traces his path through the pyramid until he lands on an unsafe space, at which point it's the other player's turn — until *he* lands on an unsafe space. The first player to reach the treasure wins!

FOR ONE PLAYER: Try to find the safe path while hitting the least number of traps. Check scorecard for your rating.

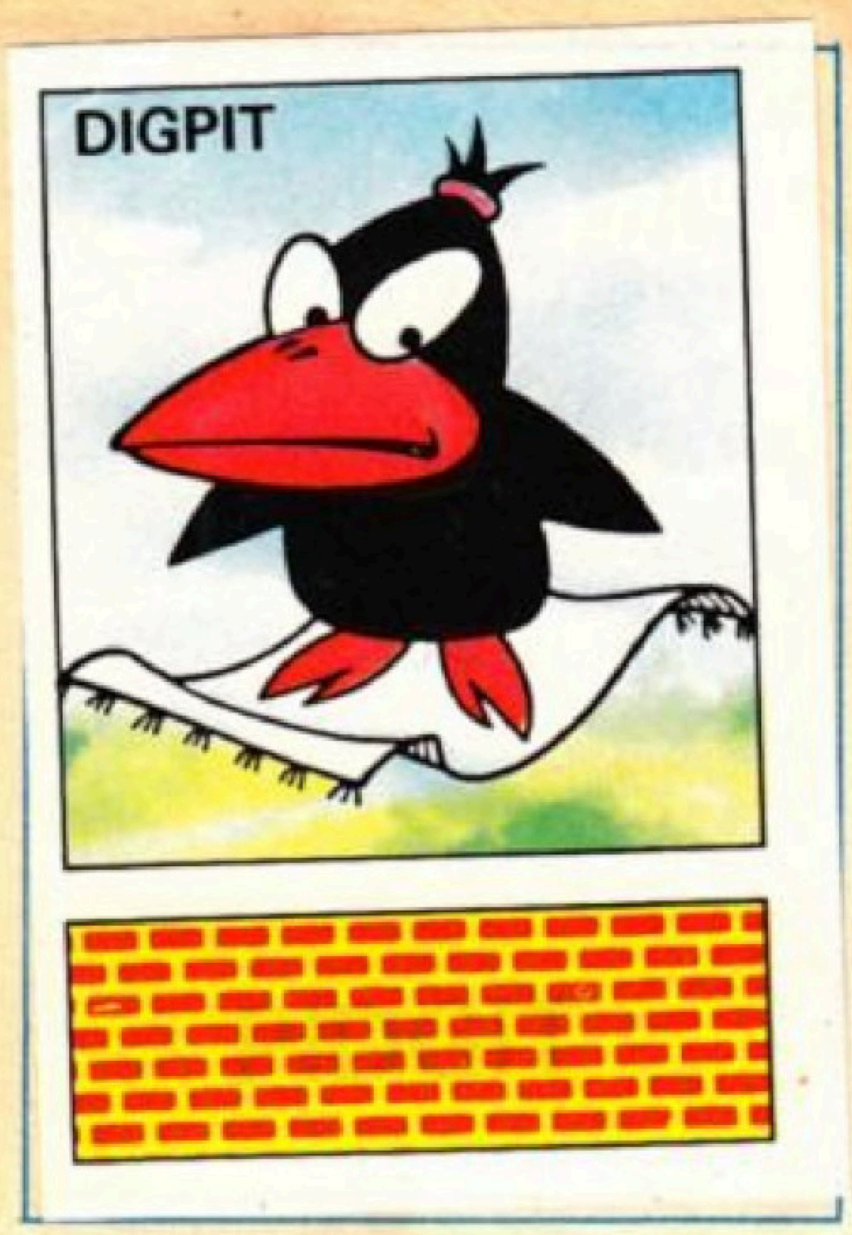




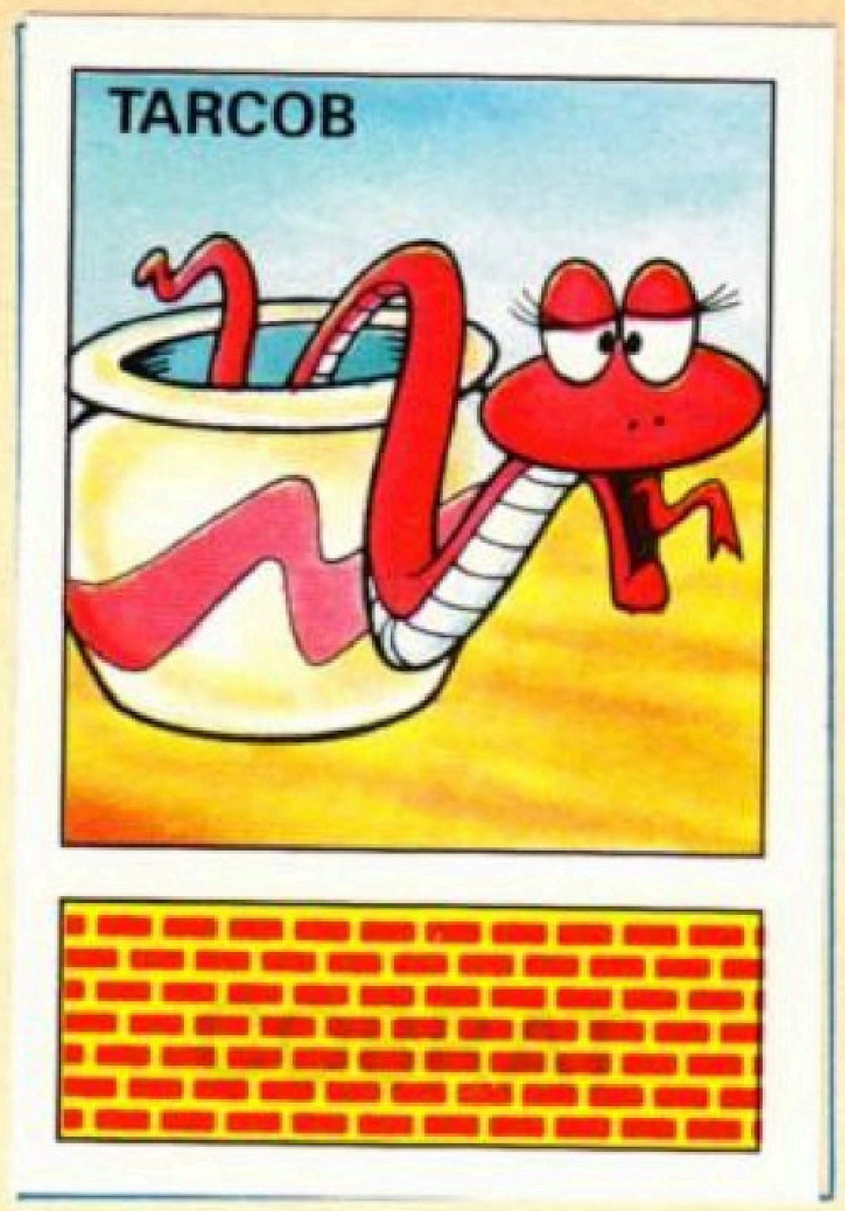


11. **Clue:** After grabbing it, Mario and Luigi control fireballs.

NINTENDO SCORECARD • GAME 2	
1 TO 5 TRIES	• PHAROAH
6 TO 10 TRIES	• GRAND VIZIER
11 TO 15 TRIES	• PYRAMID BUILDER
16 TO 20 TRIES	• TOURIST
21 TO 25 TRIES	• HEY KID, YOUR MUMMY WANTS YOU!



12. **Clue:** He brings evil dreams. He can't fly on his own, so Wart gave him a flying carpet.



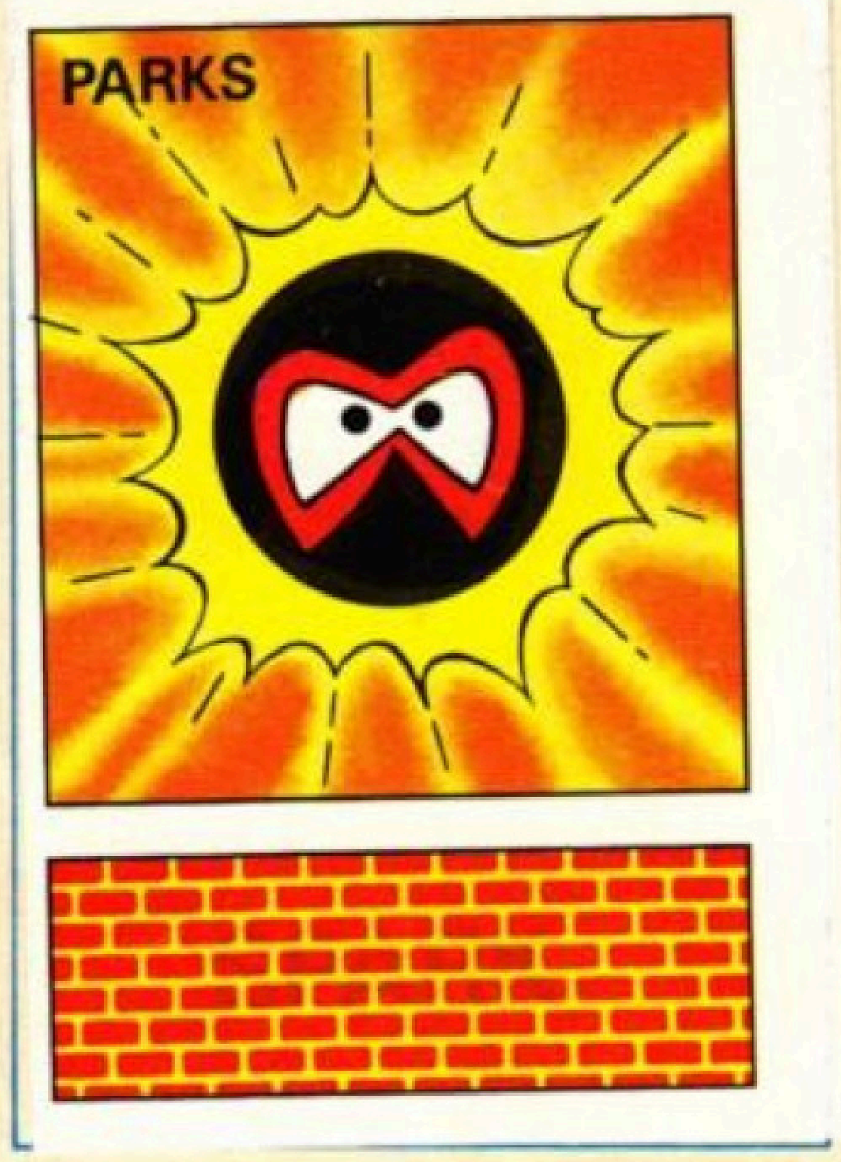
13. **Clue:** Usually asleep in a jar, it moves on Wart's command.



14. **Clue:** He is a little devil who appears in the dreams of NES players.

YEOW!!

MARIO HAS SLIPPED OFF HIS ROPE! WHICH HOLE SHOULD HE TRY TO LAND IN?



15. **Clue:** He shines and moves in a circular motion around the walls and floors of the underground.



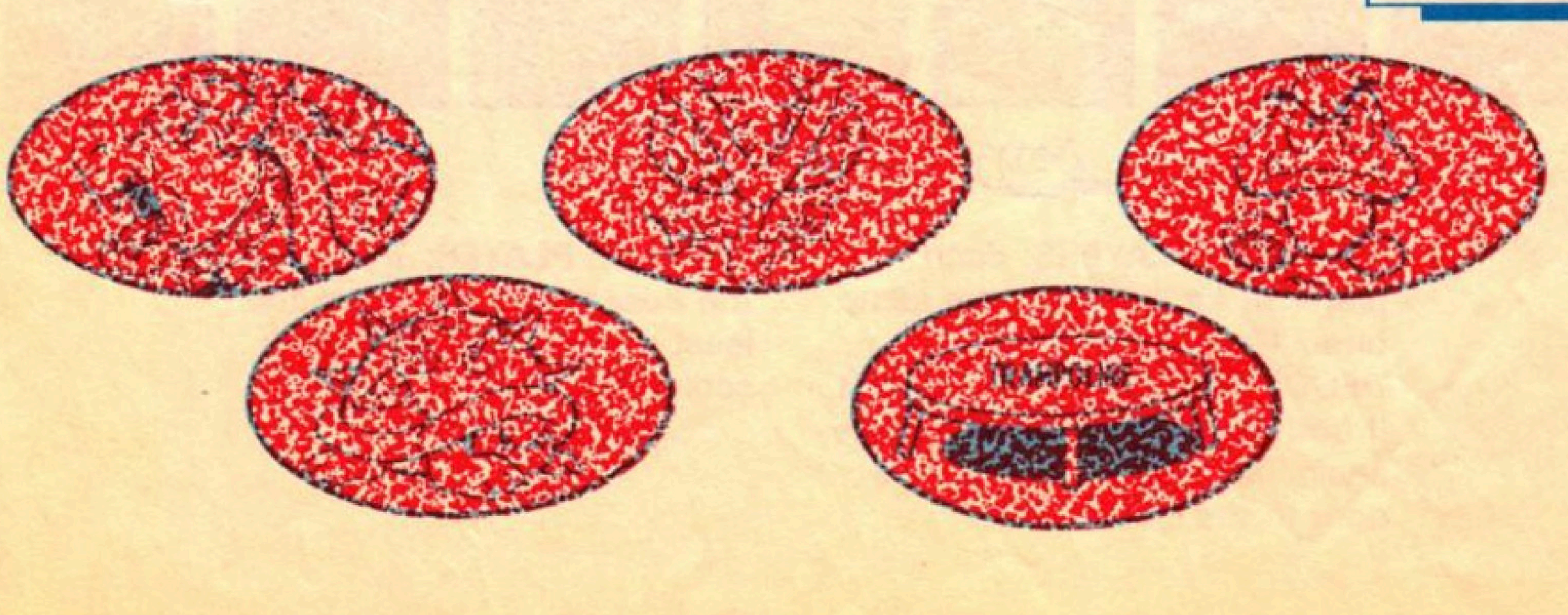
16-17. Mario and Luigi, adventurous brothers. Who fight against Shyguys, Snifits and others.

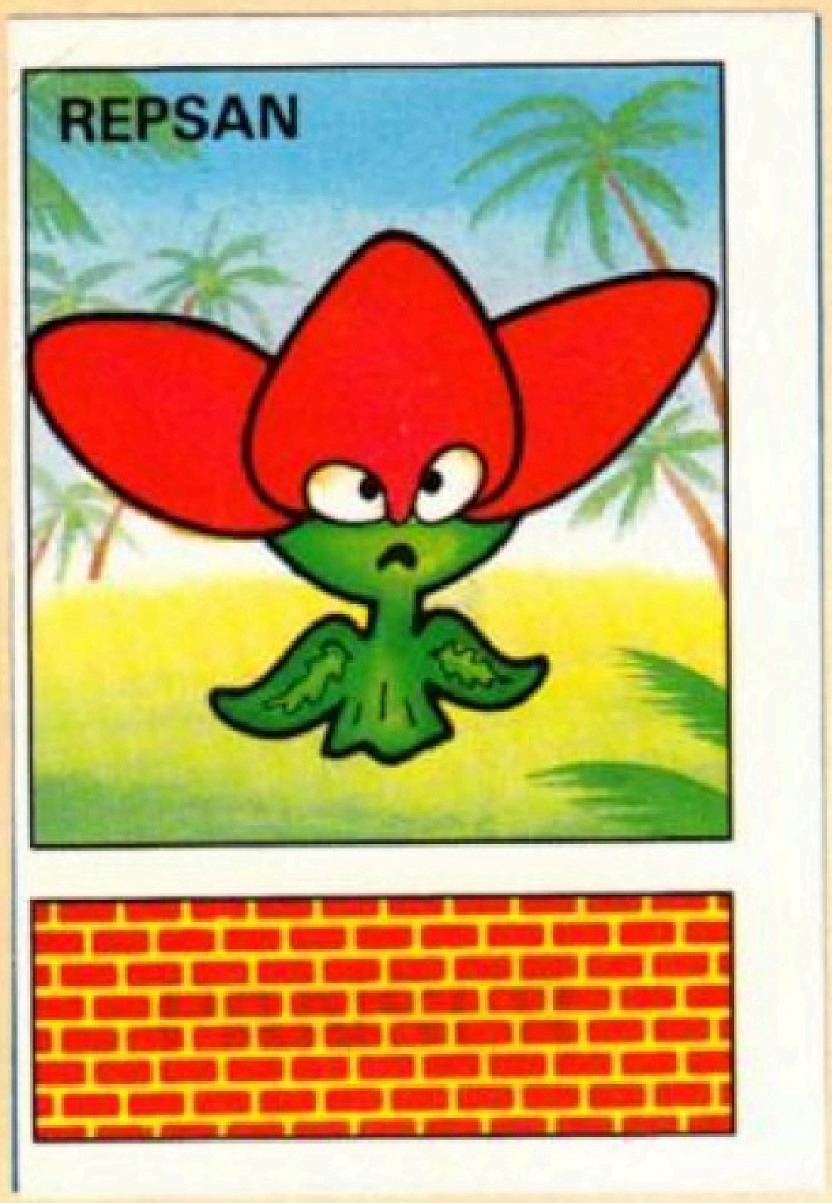


FOR TWO PLAYERS: Take turns guessing which hole Mario should land in. The player who first guessed correctly is the winner.

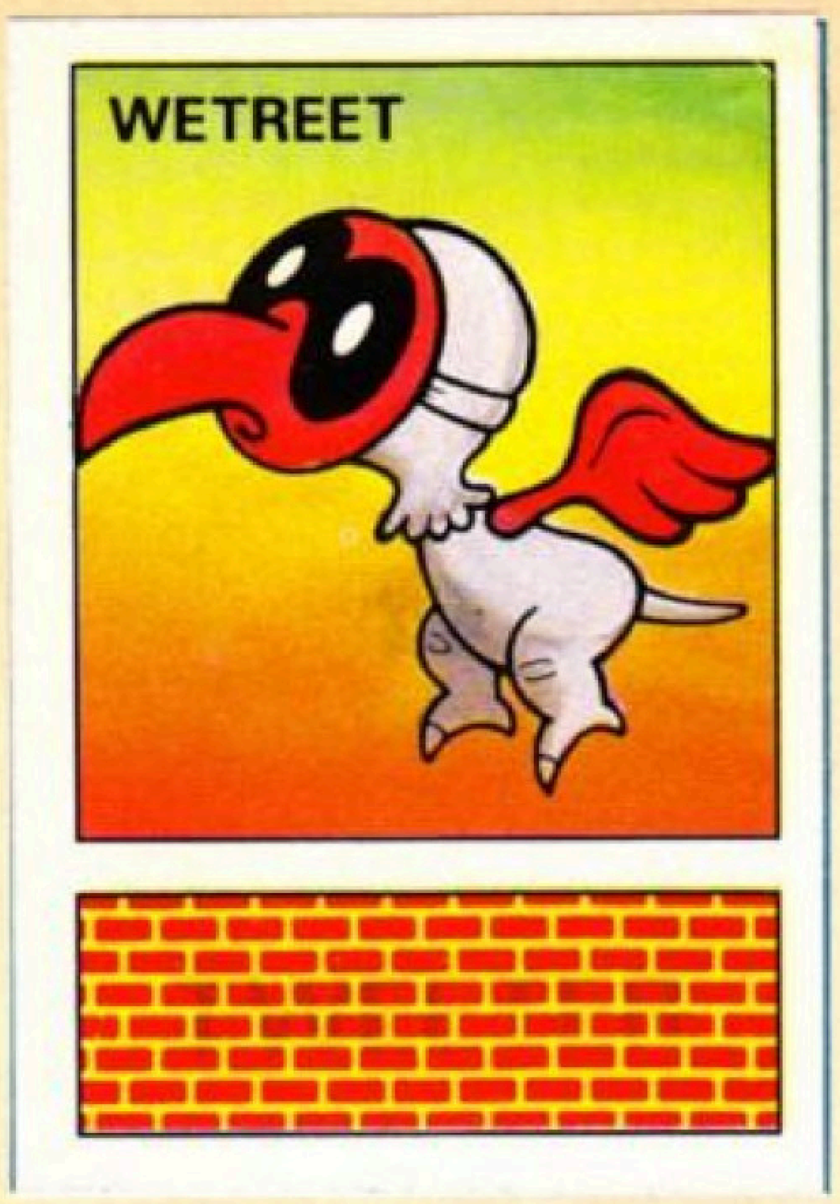
FOR ONE PLAYER: See how many tries it takes you to land in the *safe* hole. Check your score on the scorecard.

NINTENDO SCORECARD • GAME 3
1 TRY • SUPER CHAMP!
2 TRIES • KID GENIUS
3 TRIES • CAPTAIN AVERAGE
4 TRIES • OFFICER HO HUM
5 TRIES • NEXT TIME LET YOUR KID BROTHER TRY FIRST

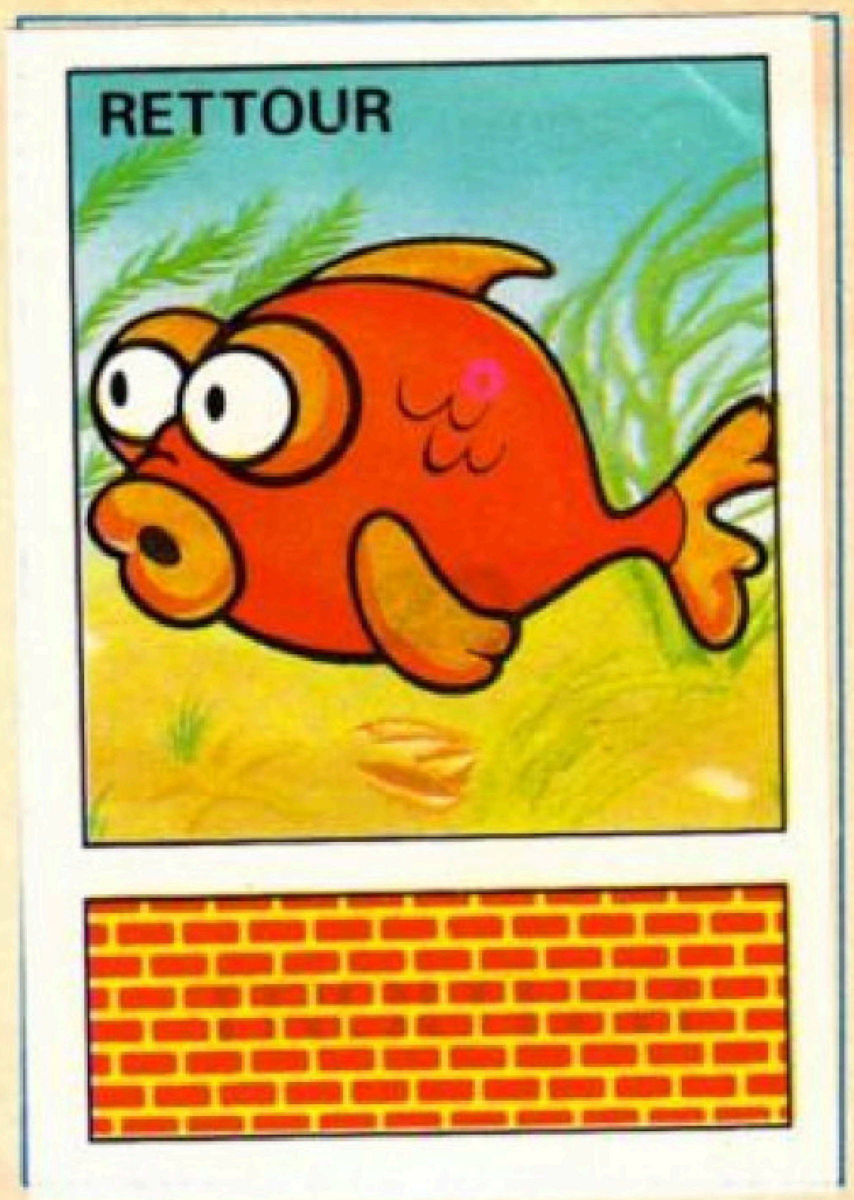




18. **Clue:** The only plant life Wart created for the world of dreams. It spouts fire.



19. **Clue:** It's a bird with a mask. He hops.



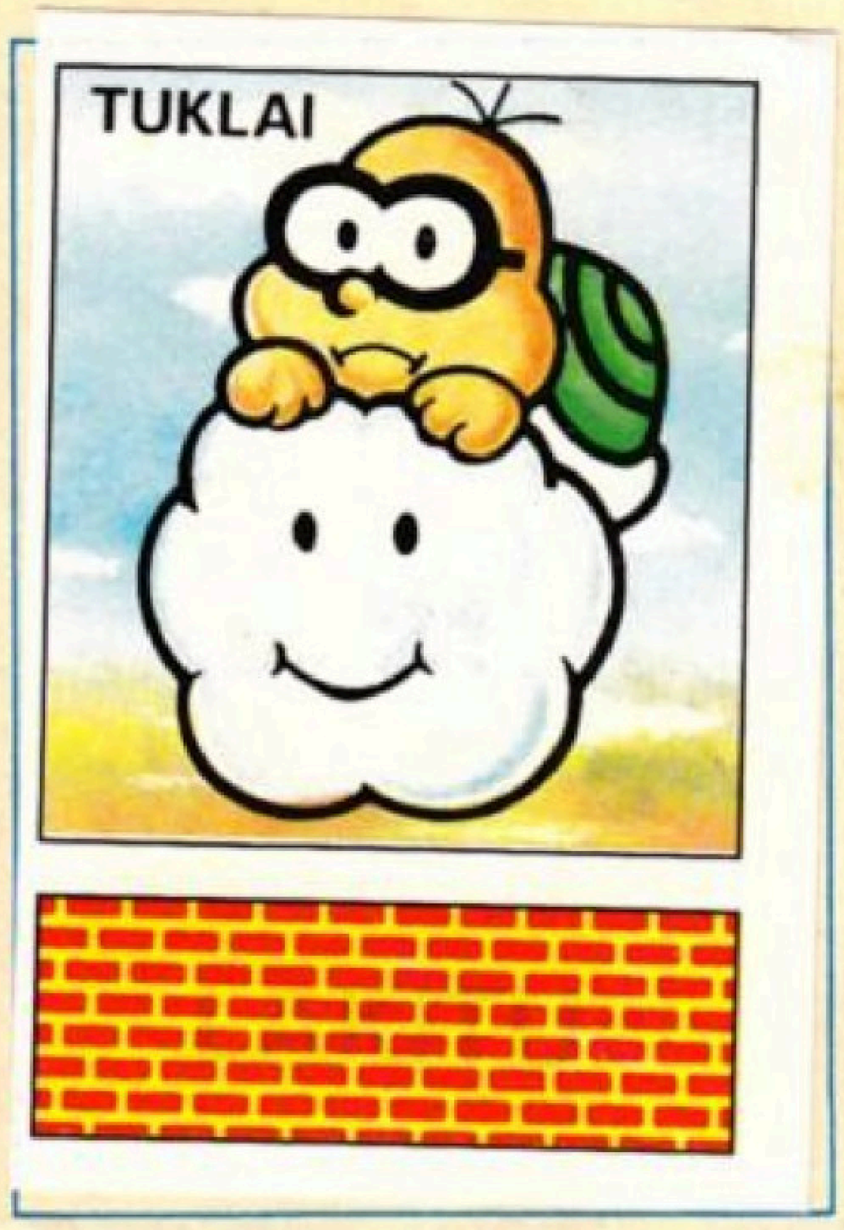
20. **Clue:** It's a fish which lives in the world of dreams. You'll find it in waterfalls and rivers. He interferes with Mario.

UH-OH!

TOAD THREW A MAGIC POTION TO TRY TO GET INTO SUB SPACE.

SEVEN **DOORS APPEARED INSTEAD OF ONE! ONLY ONE IS REAL! THE OTHER SIX ARE FAKES — BUT WHICH IS WHICH?!**

NINTENDO SCORECARD **GAME 4**
1 TRY • GOOD HEAVENS!
2 TRIES • EXTREMELY GOOD
3 TRIES • VERY GOOD
4 TRIES • GOOD
5 TRIES • KINDA GOOD
6 TRIES • NOT SO GOOD
7 TRIES • GOOD GRIEF



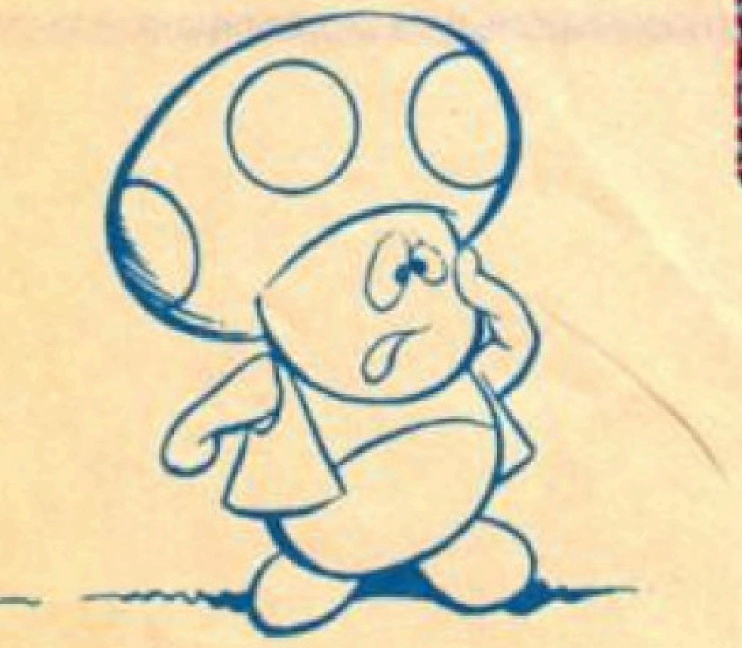
21. **Clue:** The mysterious turtle who controls the clouds. He chases after Mario and drops Spiny's eggs on top of him.



22-23. When Mario grows, everyone calls him "Super". Now he lays a punch on a mean Koopa Troopa.

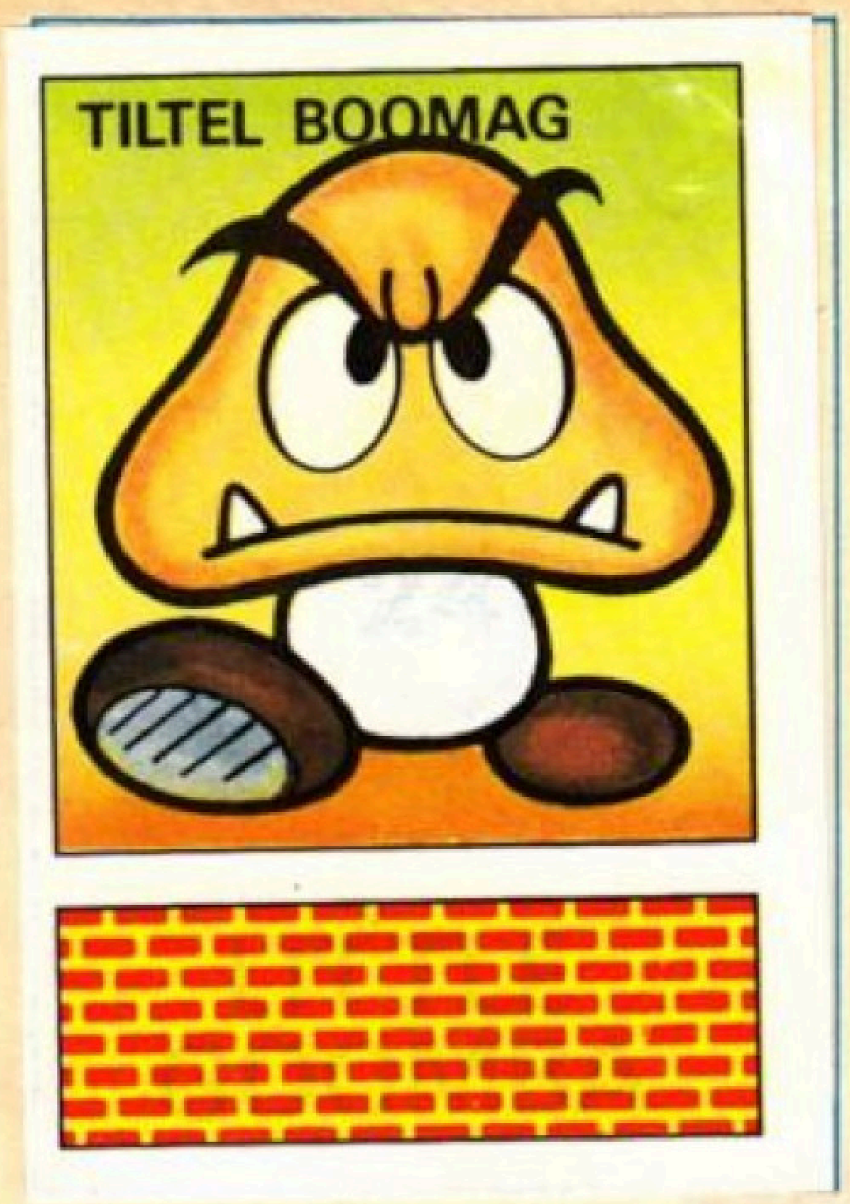




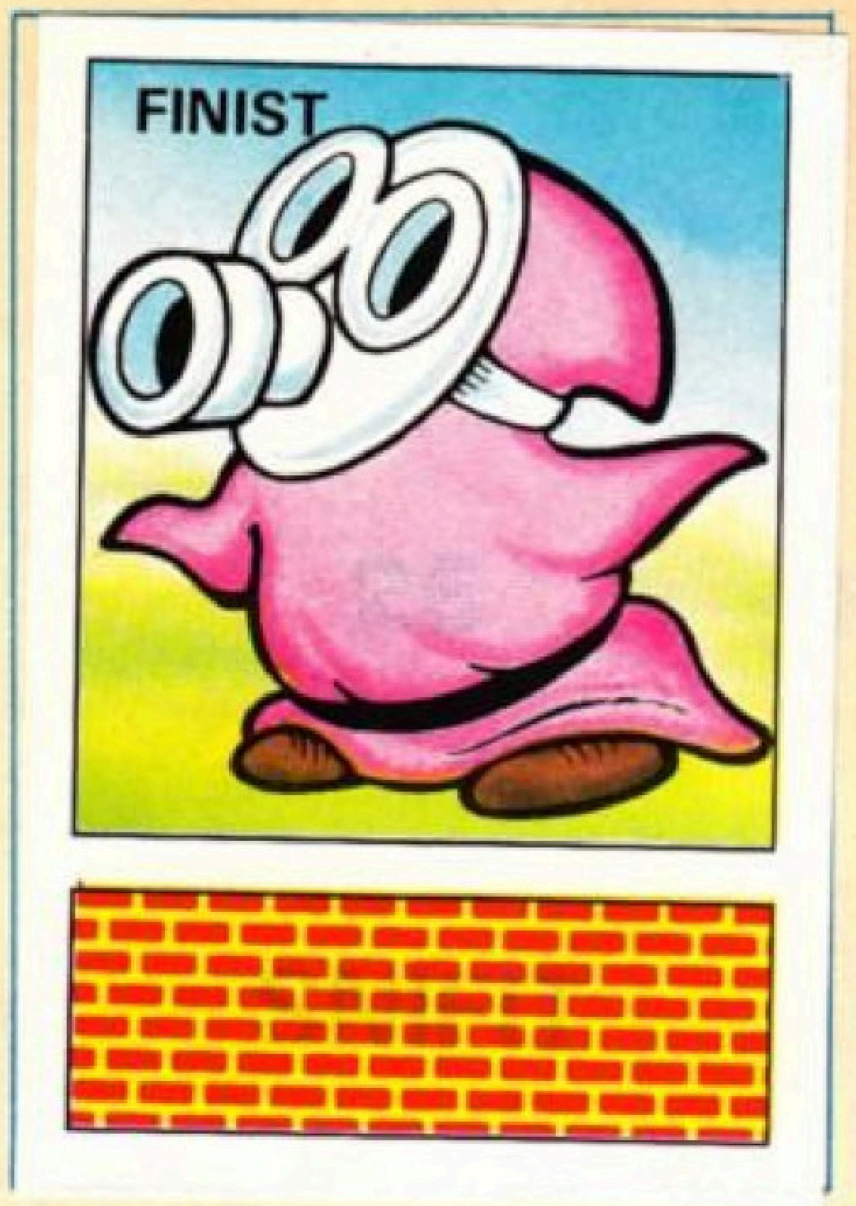


FOR TWO PLAYERS: Each player picks a door at the same time. Then use your MAGIC DECODER to see who is correct. If both players guess wrong, try again. You win if you find the door to the Sub Space.

FOR ONE PLAYER: Try to find the door to Sub Space in the least number of tries. Check scorecard for results.



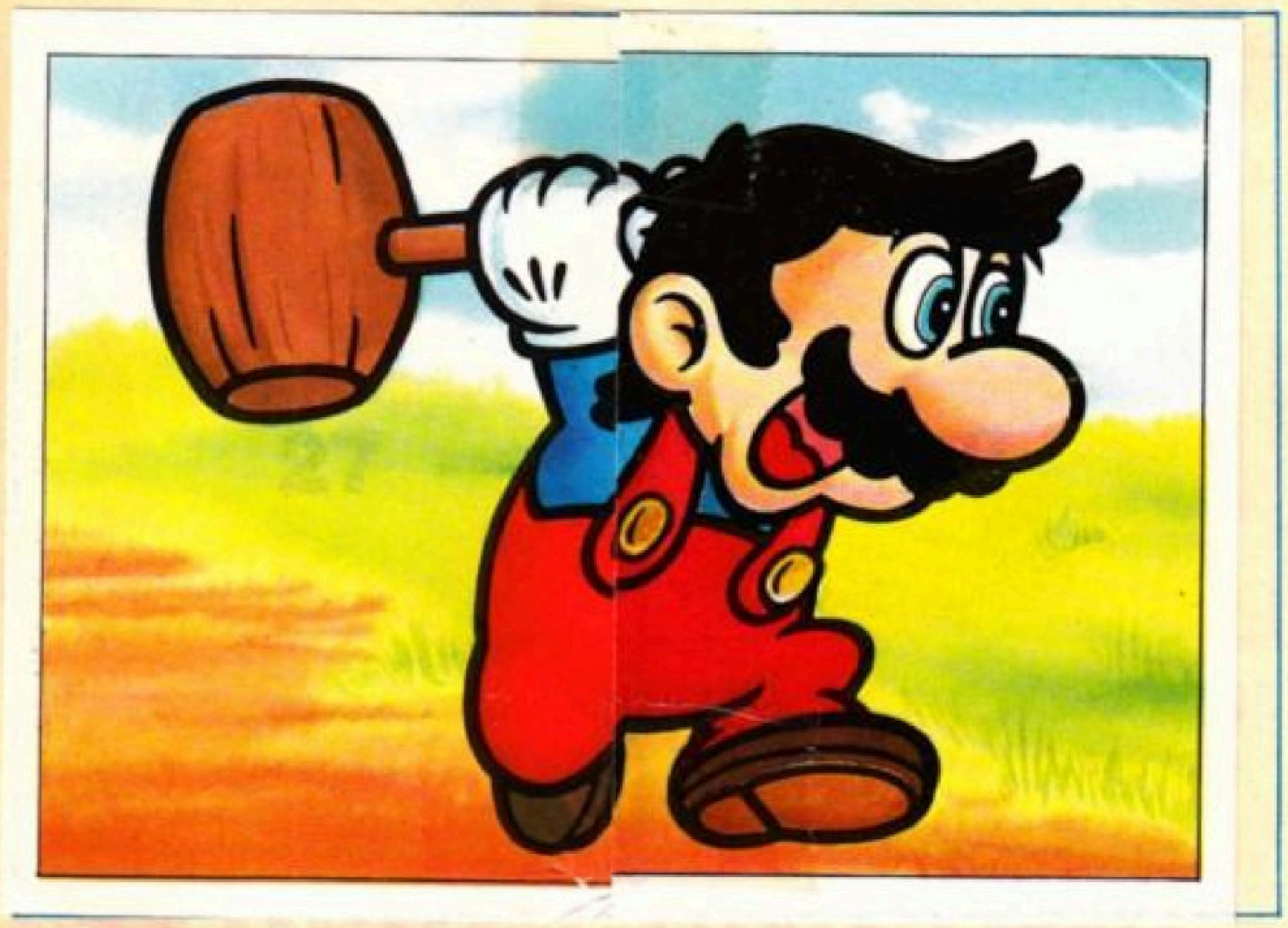
24. **Clue:** A mushroom who betrayed the Mushroom Kingdom.



25. **Clue:** A member of the "8 bits." He wears a mask and spits the bullets of evil dreams from his mouth.



26. **Clue:** He attacks by diving at you. Looks like a Shyguy with wings.



27-28. With swinging mallet Mario skips.
"Pound for pound, I'm brave!" he quips.



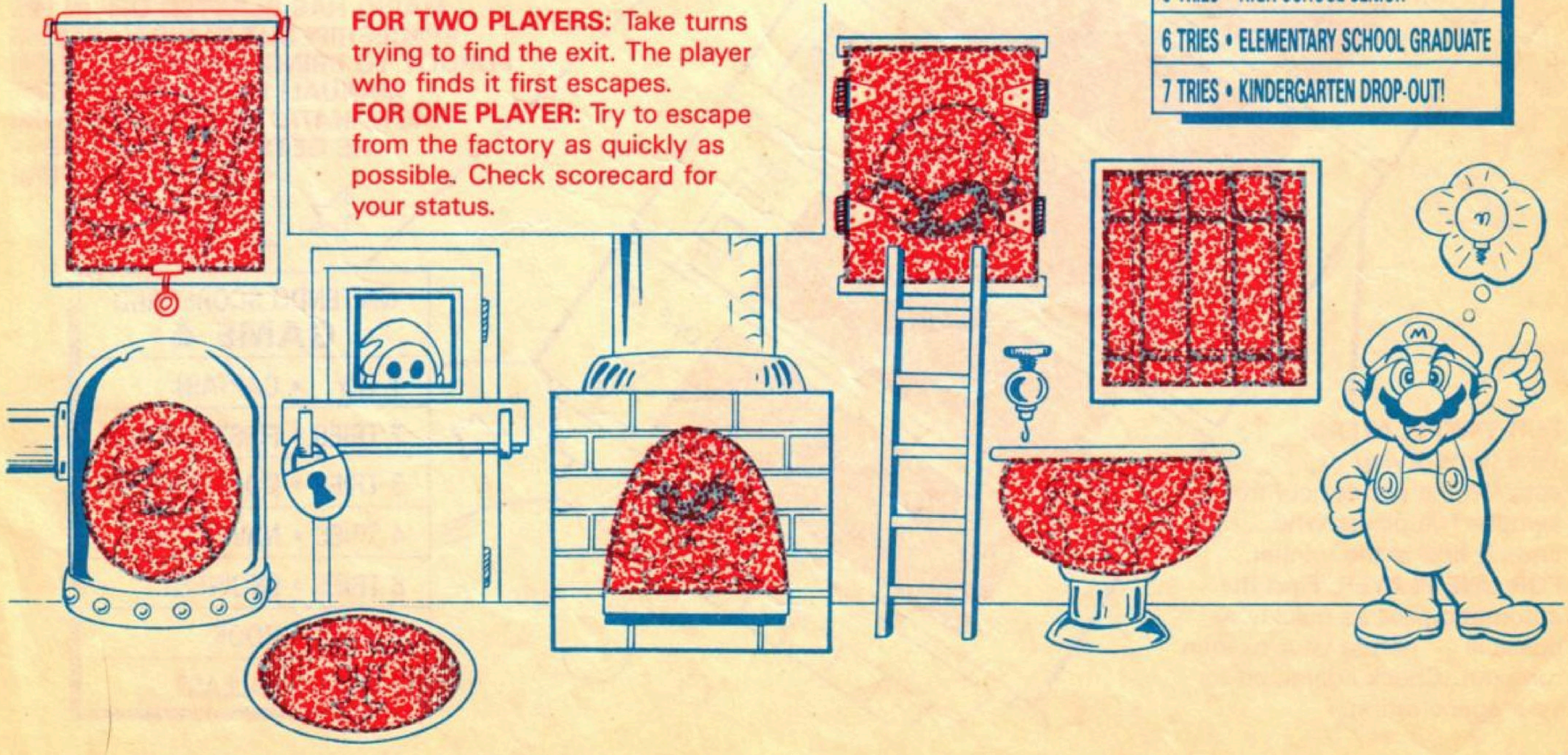
29. **Clue:** These wily twin-brother turtles throw hammers.

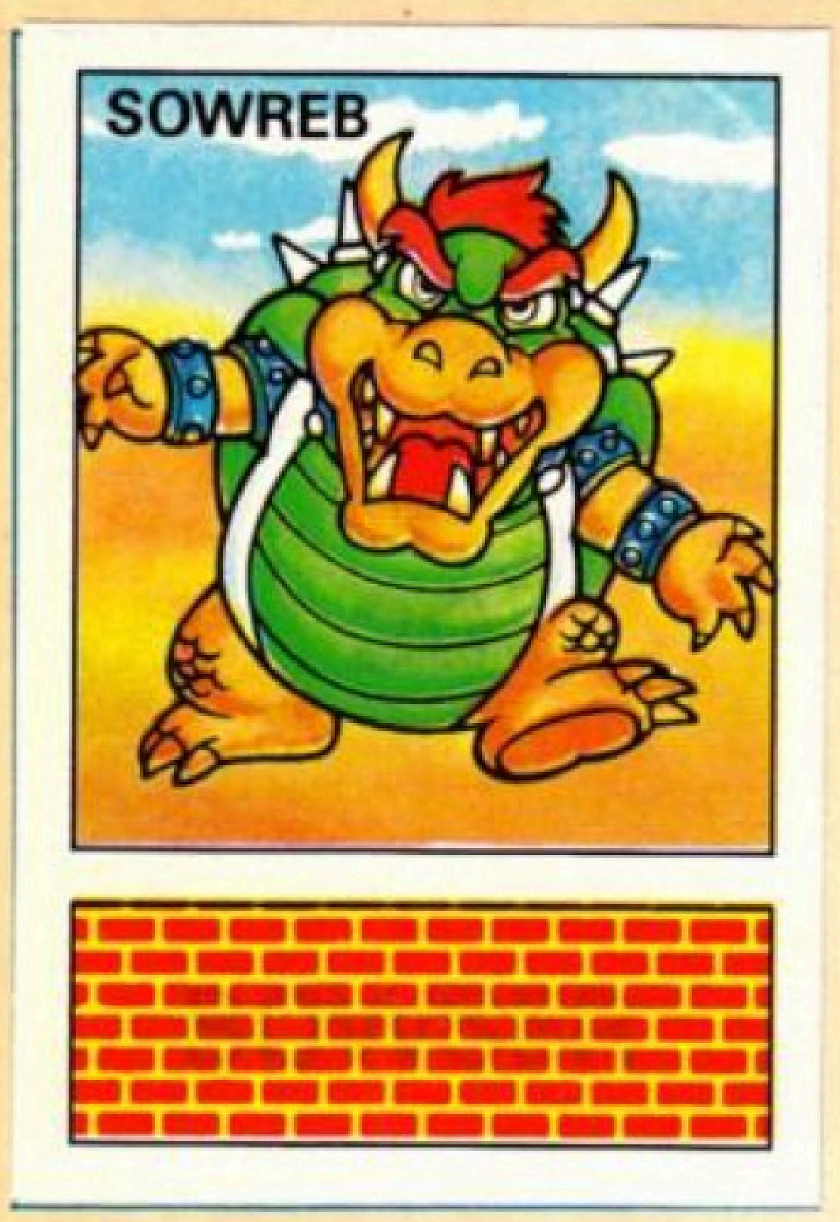
TRAPPED!

BY A SHY GUY IN AN ABANDONED FACTORY, MARIO HAS TO ESCAPE. MARIO KNOWS HOW, DO YOU?

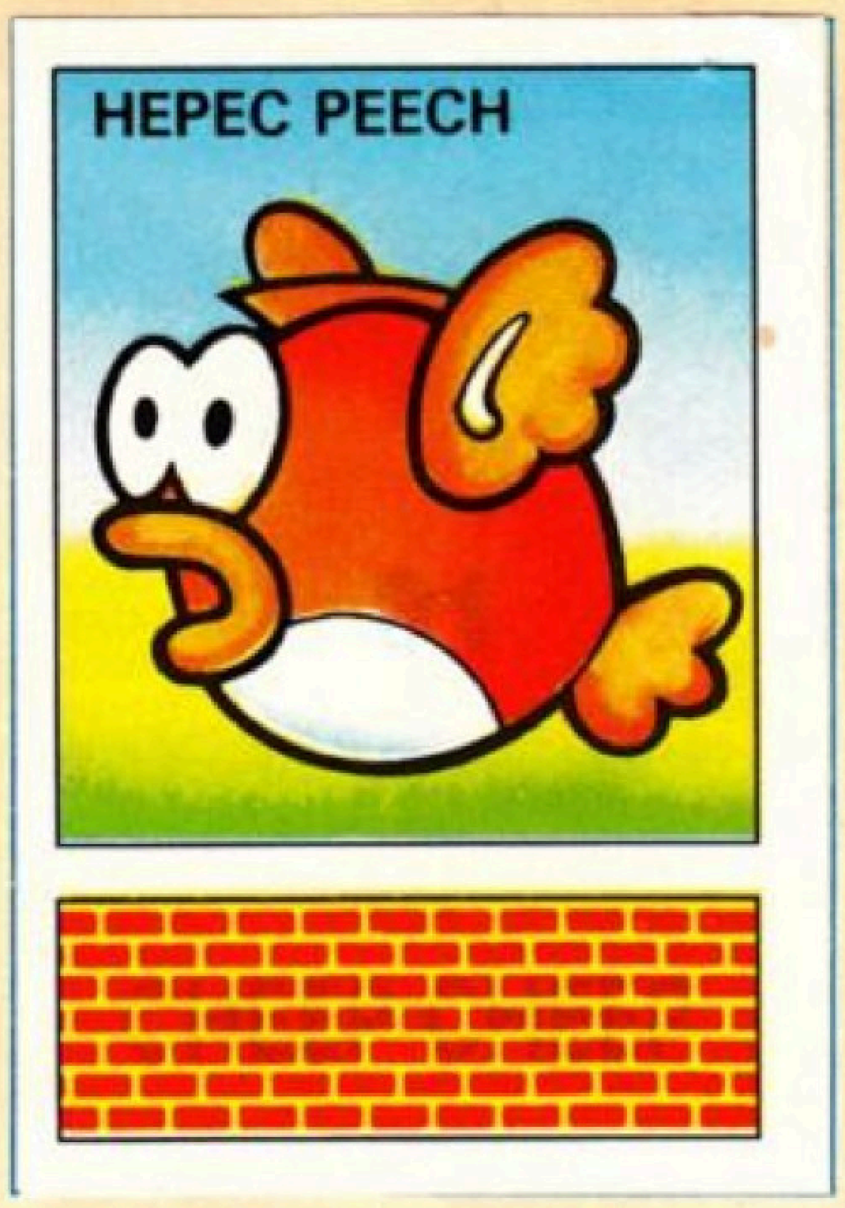
NINTENDO SCORECARD GAME 5
1 TRY • GENIUS!
2 TRIES • SUPERBRAIN
3 TRIES • SMART GUY
4 TRIES • COLLEGE PROFESSOR
5 TRIES • HIGH SCHOOL SENIOR
6 TRIES • ELEMENTARY SCHOOL GRADUATE
7 TRIES • KINDERGARTEN DROP-OUT!

FOR TWO PLAYERS: Take turns trying to find the exit. The player who finds it first escapes.
FOR ONE PLAYER: Try to escape from the factory as quickly as possible. Check scorecard for your status.

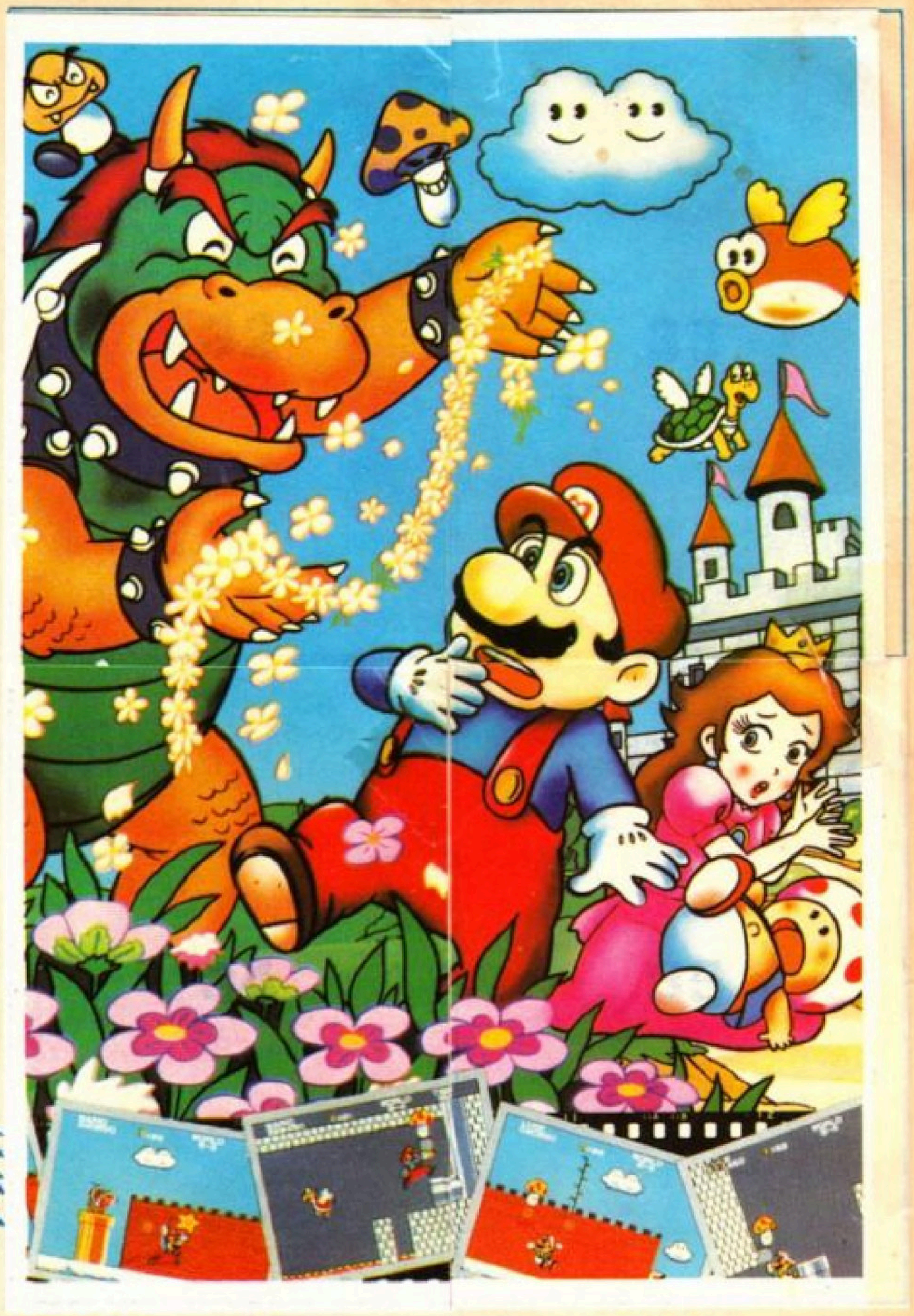




30. **Clue:** The sorcerer king of the Koopa. He is holding Princess Toadstool captive in the last castle. He spits fire.



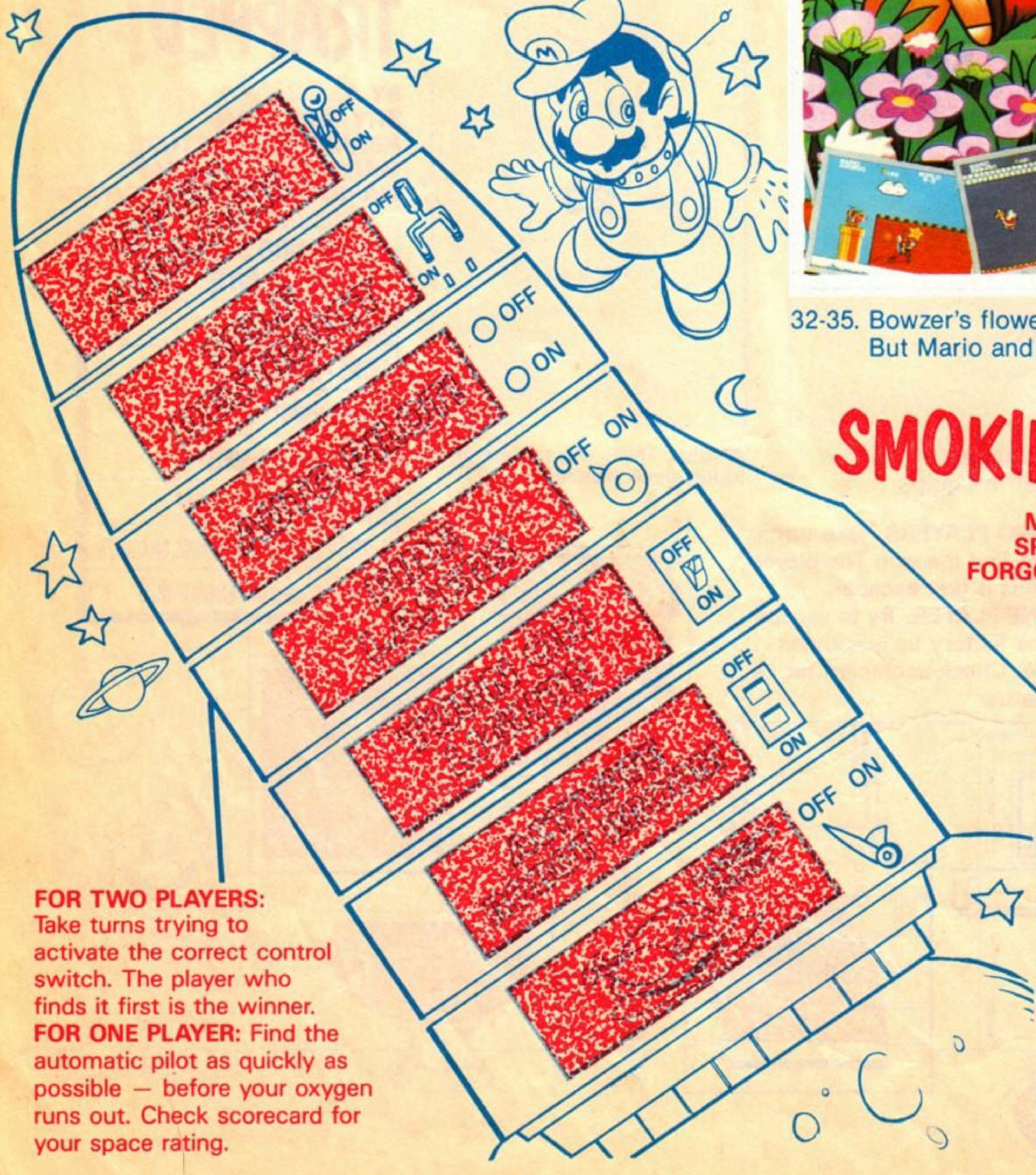
31. **Clue:** She is usually found in the water, but also sprouts wings and flies.



32-35. Bowzer's flowers smell just delicious.
But Mario and Princess are highly suspicious.

SMOKING ROCKETS!

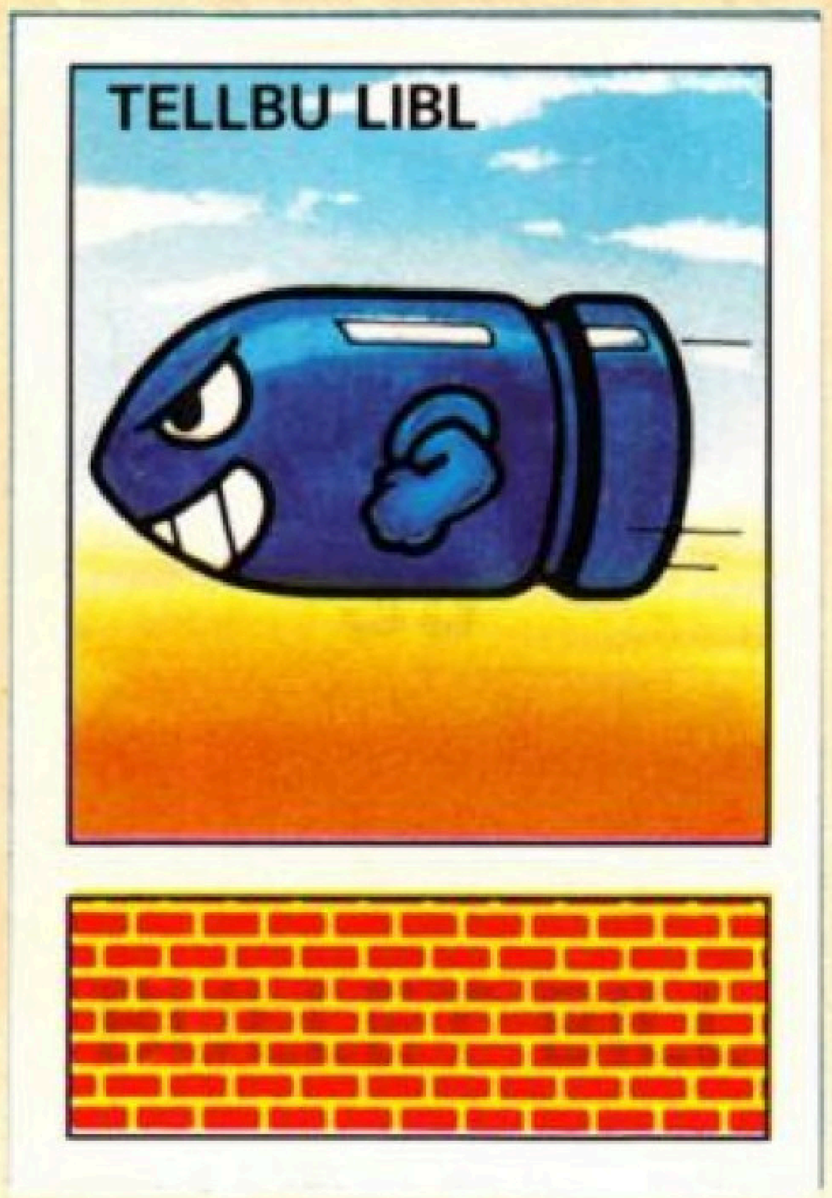
MARIO HAS BLASTED OFF IN HIS SPACESHIP! BUT IN HIS HASTE HE FORGOT TO BRING THE INSTRUCTION MANUAL! HELP HIM FIND THE *AUTOMATIC PILOT*-FAST-BEFORE HE GETS LOST IN SPACE — FOREVER!!



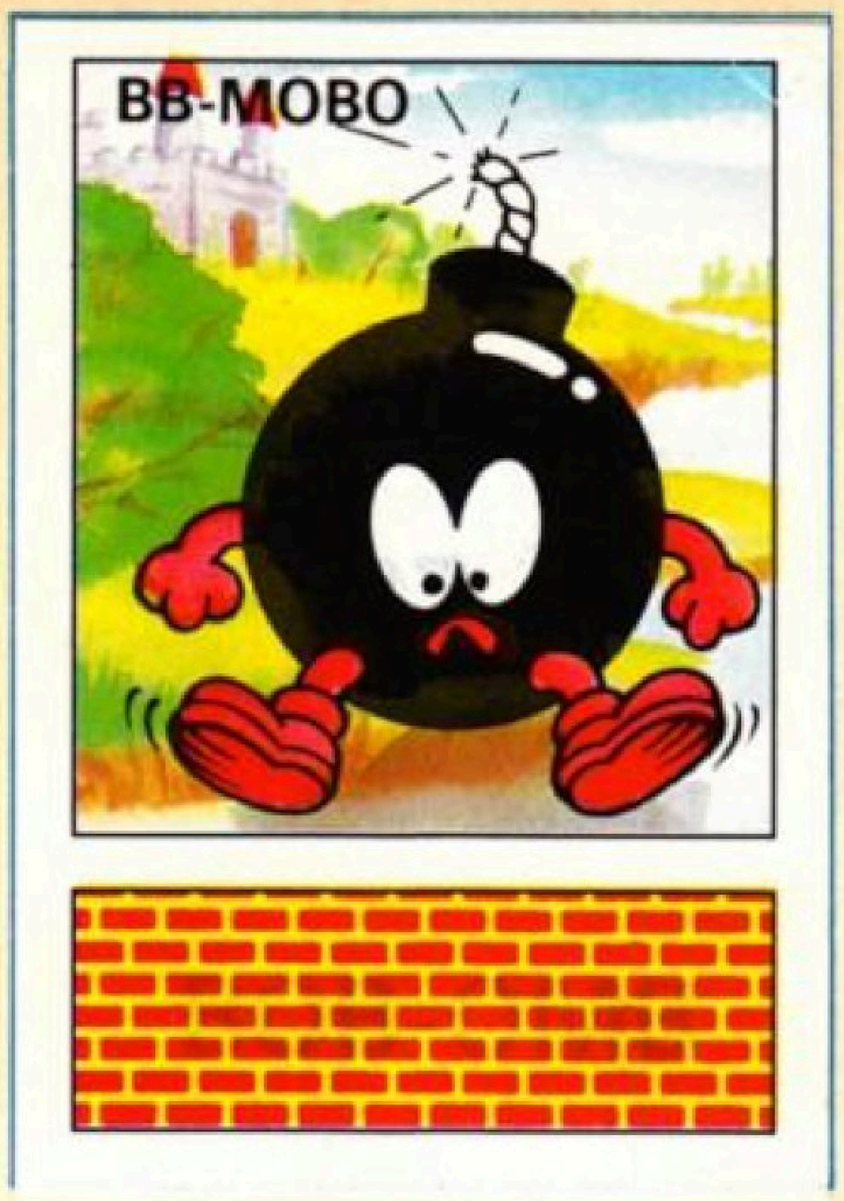
FOR TWO PLAYERS: Take turns trying to activate the correct control switch. The player who finds it first is the winner.
FOR ONE PLAYER: Find the automatic pilot as quickly as possible — before your oxygen runs out. Check scorecard for your space rating.

NINTENDO SCORECARD
GAME 6

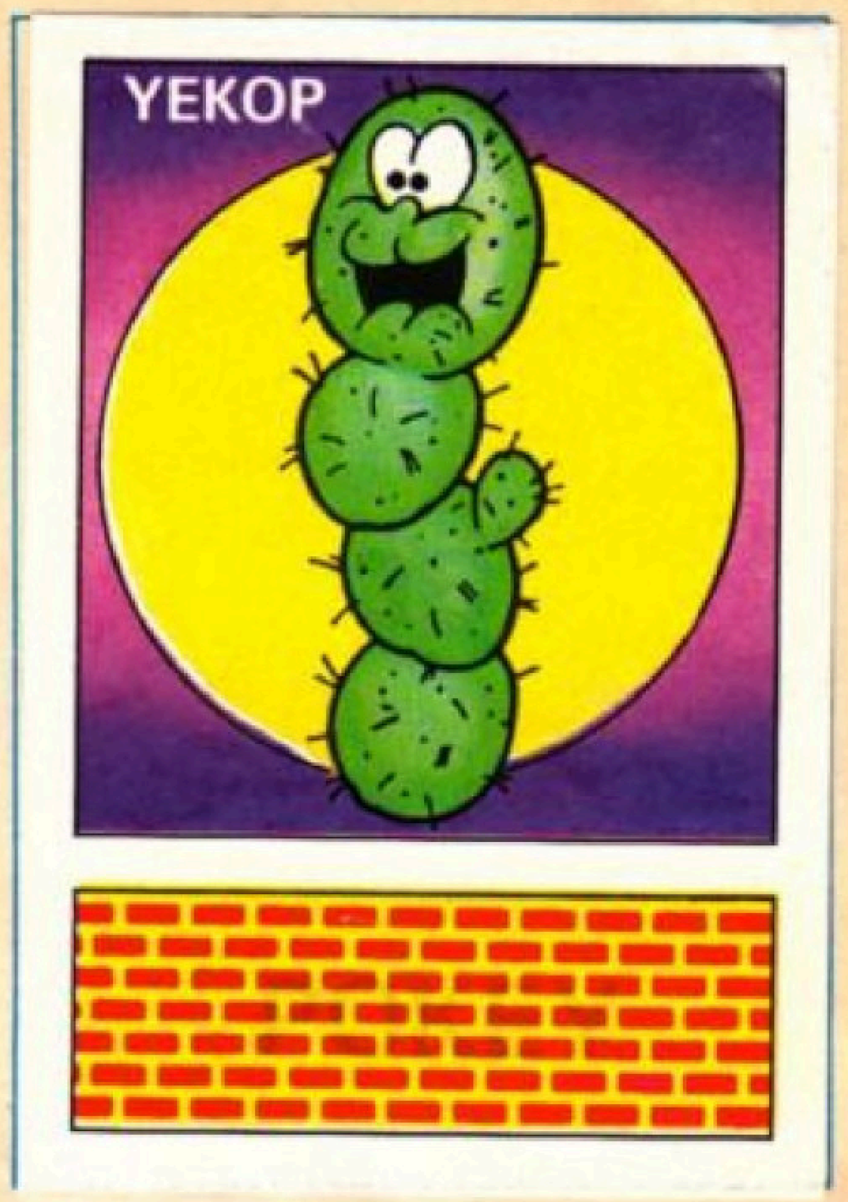
1 TRY	• CAPTAIN
2 TRIES	• FIRST OFFICER
3 TRIES	• DOCTOR
4 TRIES	• NAVIGATOR
5 TRIES	• ENGINEER
6 TRIES	• COOK
7 TRIES	• BALLAST



36. **Clue:** Chases after Mario slowly but steadily.



37. **Clue:** He has a terrible temper. When he gets angry, he explodes.



38. **Clue:** It is a walking cactus. Its entire body, except for its head, is covered with thorns.



39. **Clue:** Lakitu's pet, but a wild fighter.

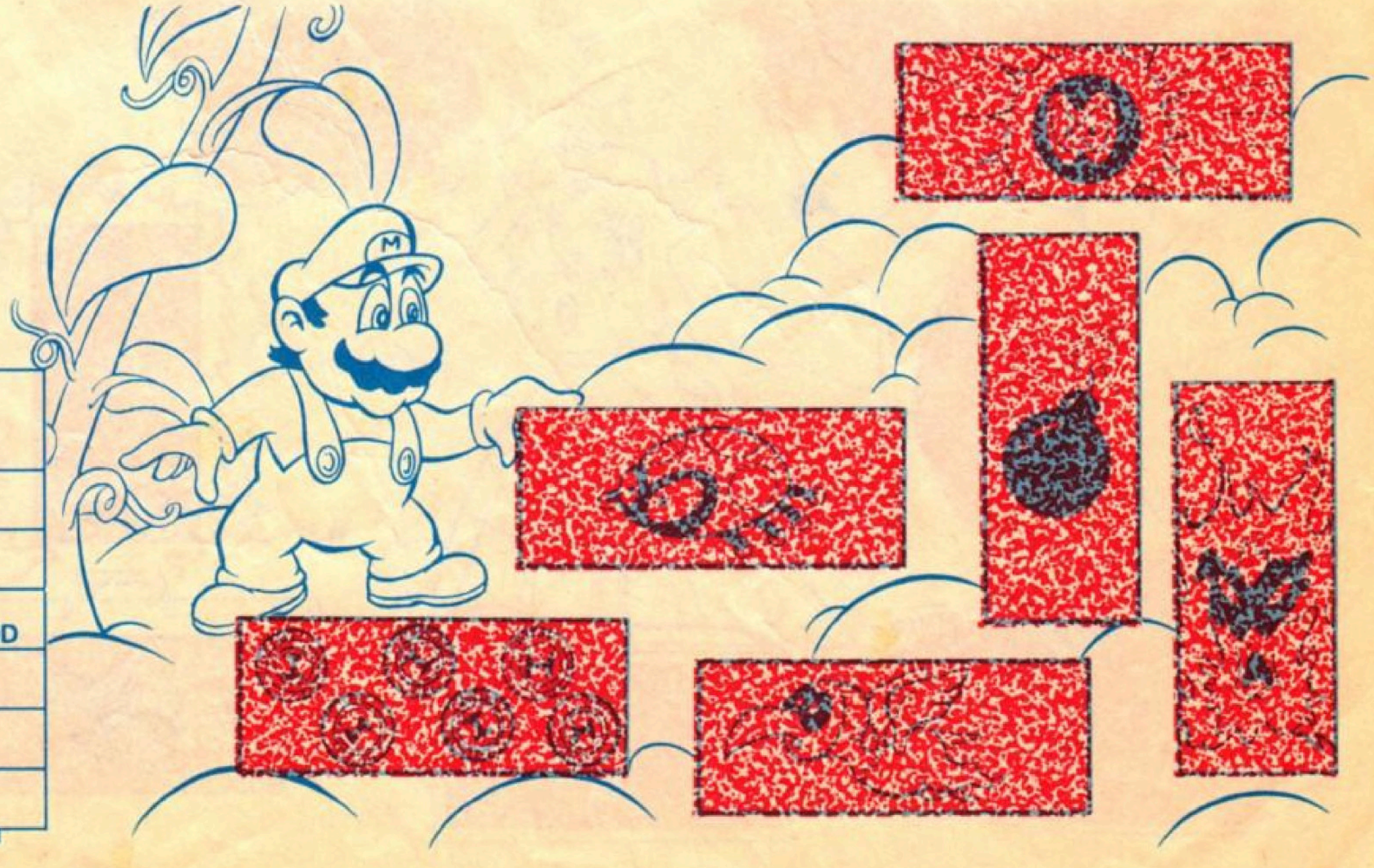


40-41. Mario's fist is hard as a rock.
He's out to give Wart a powerful sock!

KOWABUNGA!

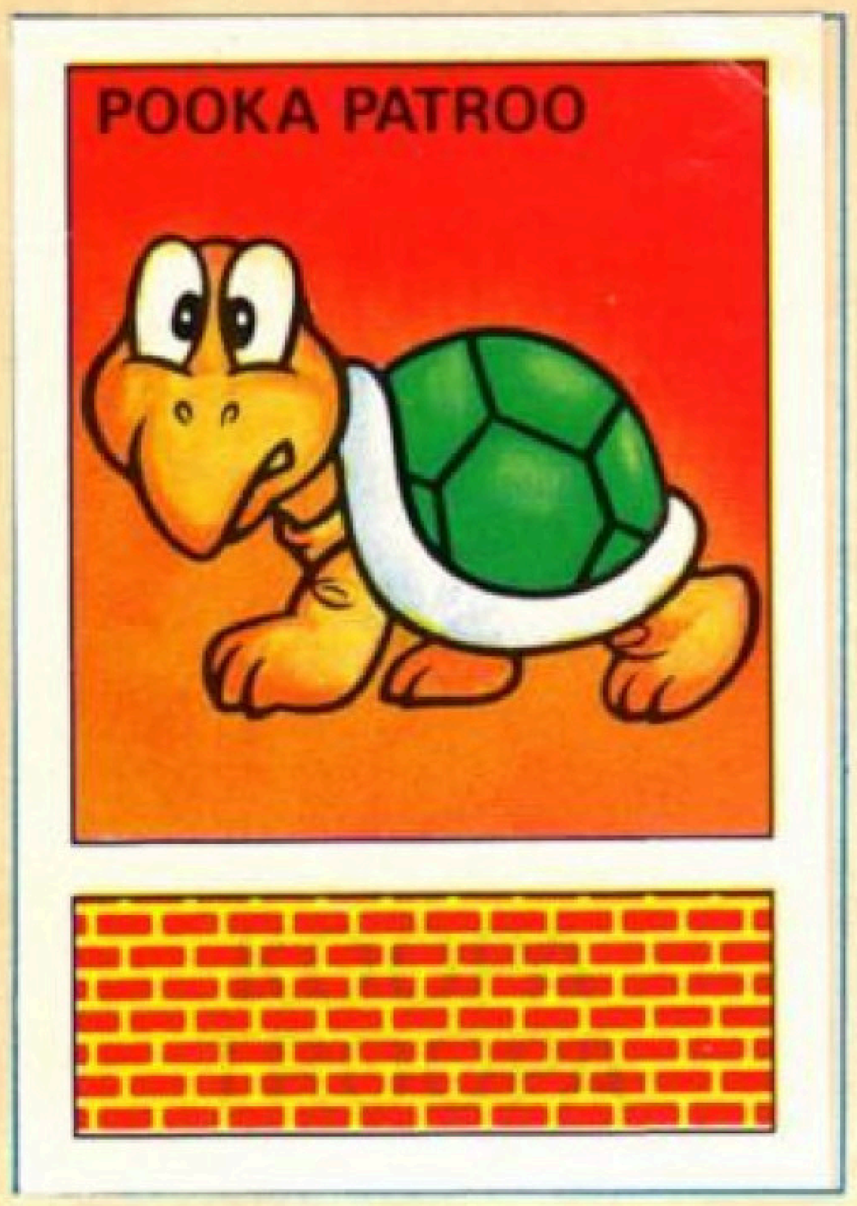
WHILE CLIMBING A BEAN STALK, MARIO DISCOVERS A CLOUD FULL OF MYSTERIOUS BOXES! ONE OF THEM HOLDS A TREASURE, BUT WHICH ONE?

FOR TWO PLAYERS: Take turns using your viewers to see which box is the one Mario wants. The first to find the treasure is the winner!
FOR ONE PLAYER: Try to find the treasure box quickly, before the cloud dissolves! Check the scorecard for your status!

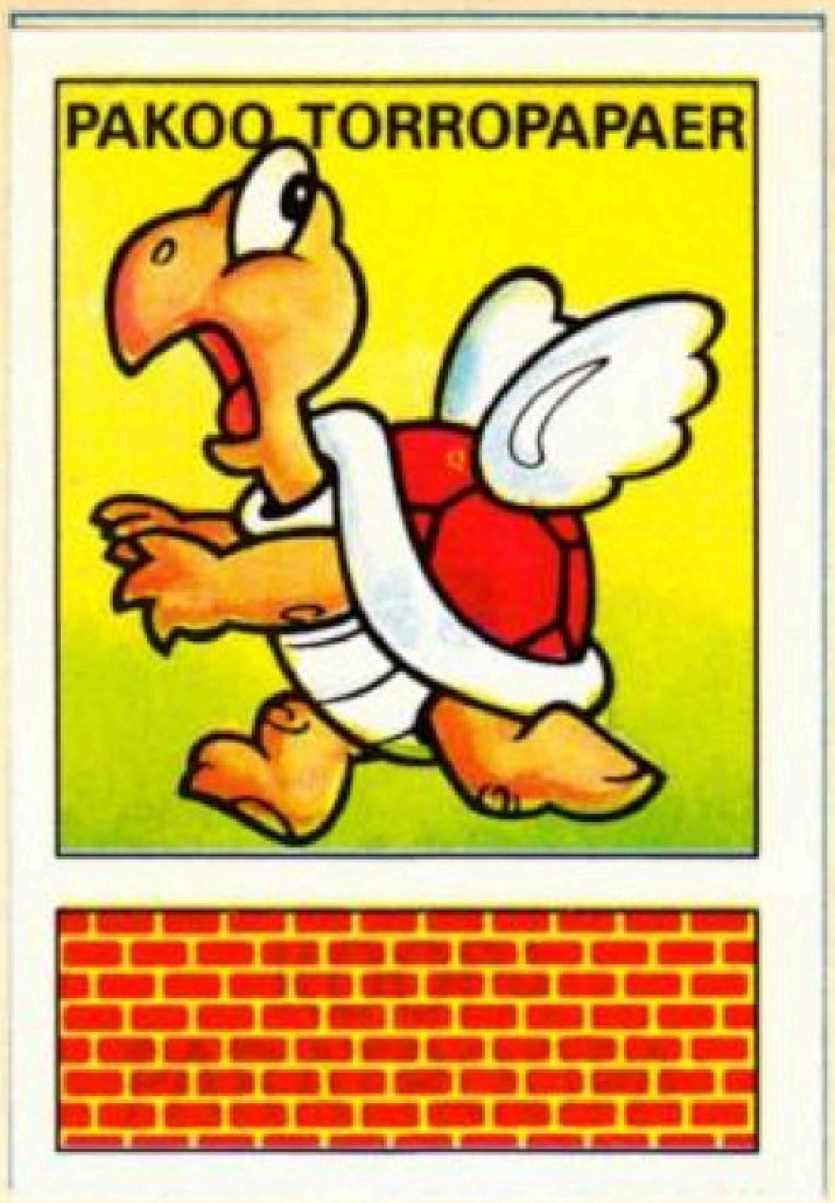


NINTENDO SCORECARD
GAME 7

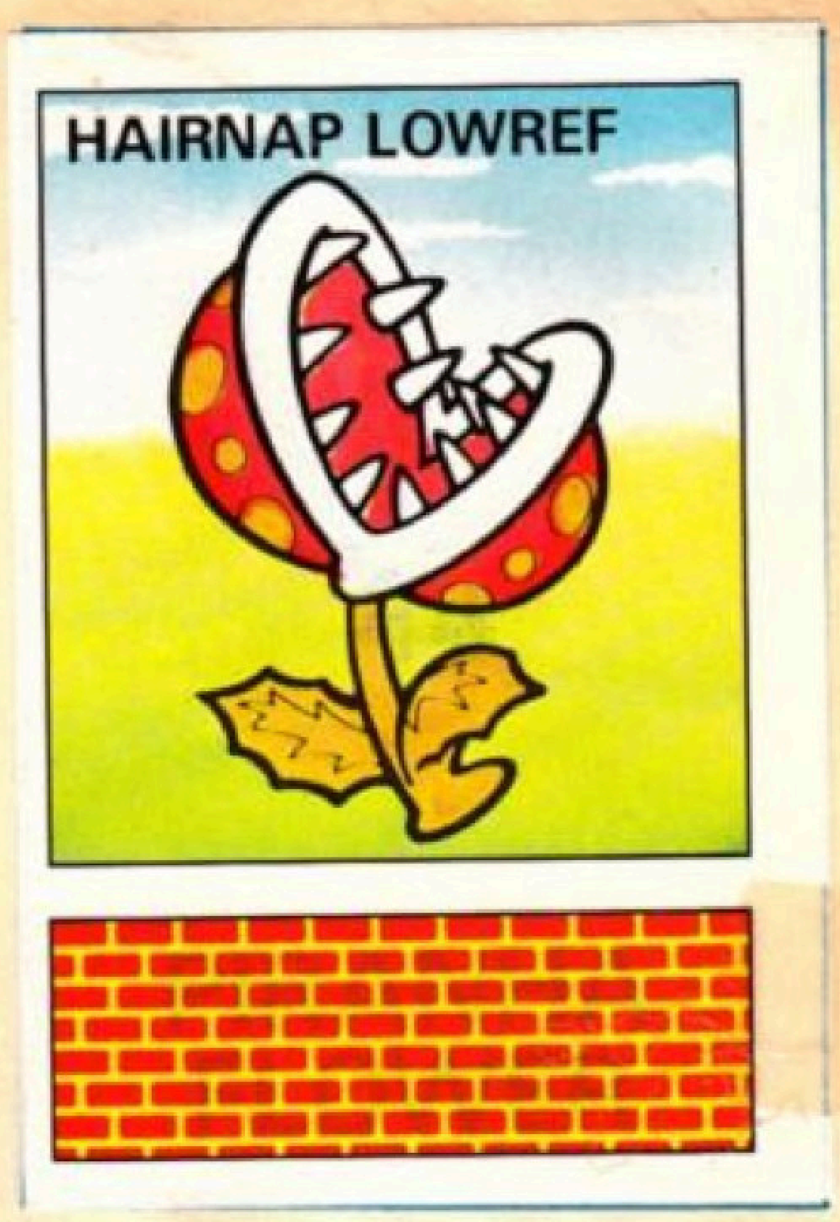
1 TRY	• GAME MASTER OF THE WORLD
2 TRIES	• GAME MASTER OF THE NATION
3 TRIES	• GAME MASTER OF THE NEIGHBORHOOD
4 TRIES	• GAME MASTER OF THE BLOCK
5 TRIES	• GAME MASTER OF THE GARAGE
6 TRIES	• OH. . . ARE WE PLAYING A GAME?



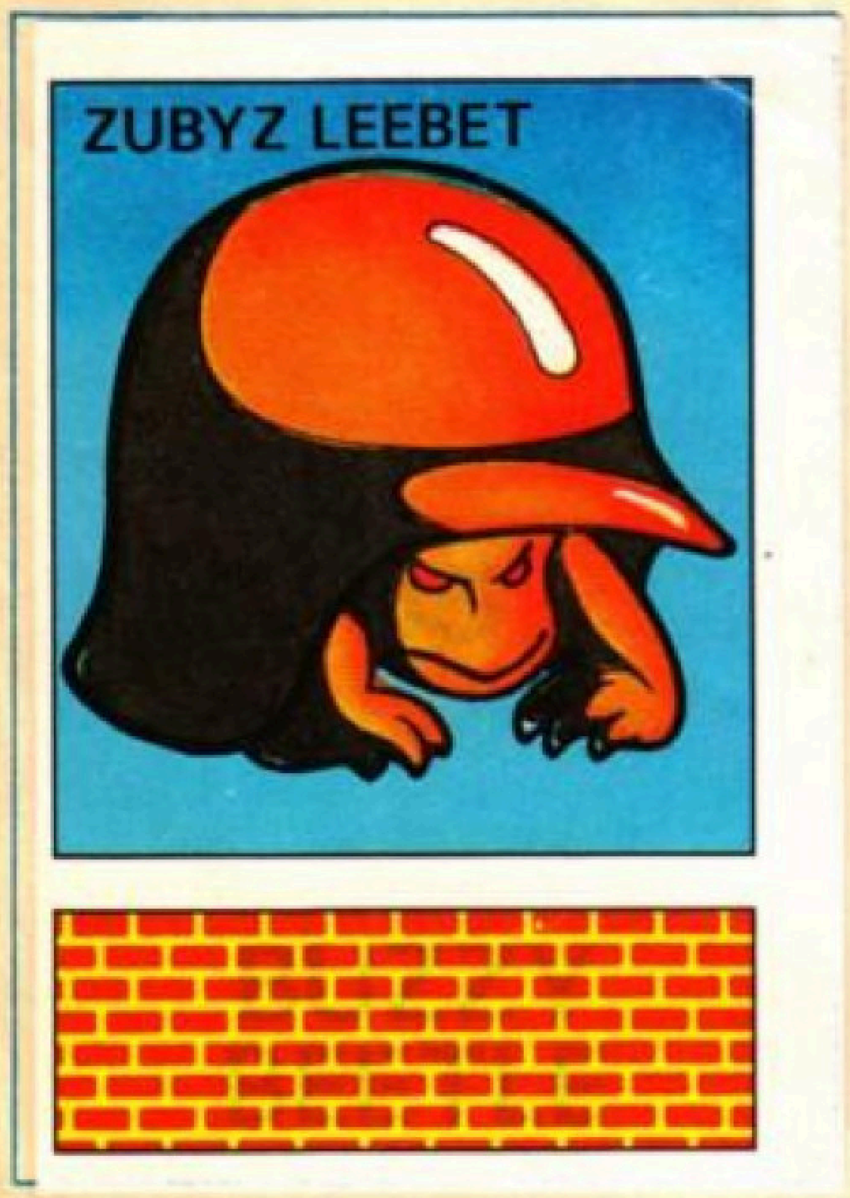
42. **Clue:** Soldier of the Turtle Empire, his orders are to find and destroy Mario.



43. **Clue:** A bit out of control, he wings around aimlessly.



44. **Clue:** Man-eating plant that lives in the flowerpot. Shows it's face quickly and without warning.



45. **Clue:** Quite the toughy, fireballs don't even faze him.



46-47. Crossing the bridge, as Toad leads the way,
Coins fall from the sky on Mario today.

LOOKOUT!

ON A PICNIC WITH HER FRIENDS, THE PRINCESS SUDDENLY HEARS THE HISSING OF A BOMB! BUT NOTHING IS IN SIGHT. HELP HER FIND IT QUICKLY BEFORE IT'S TOO LATE!

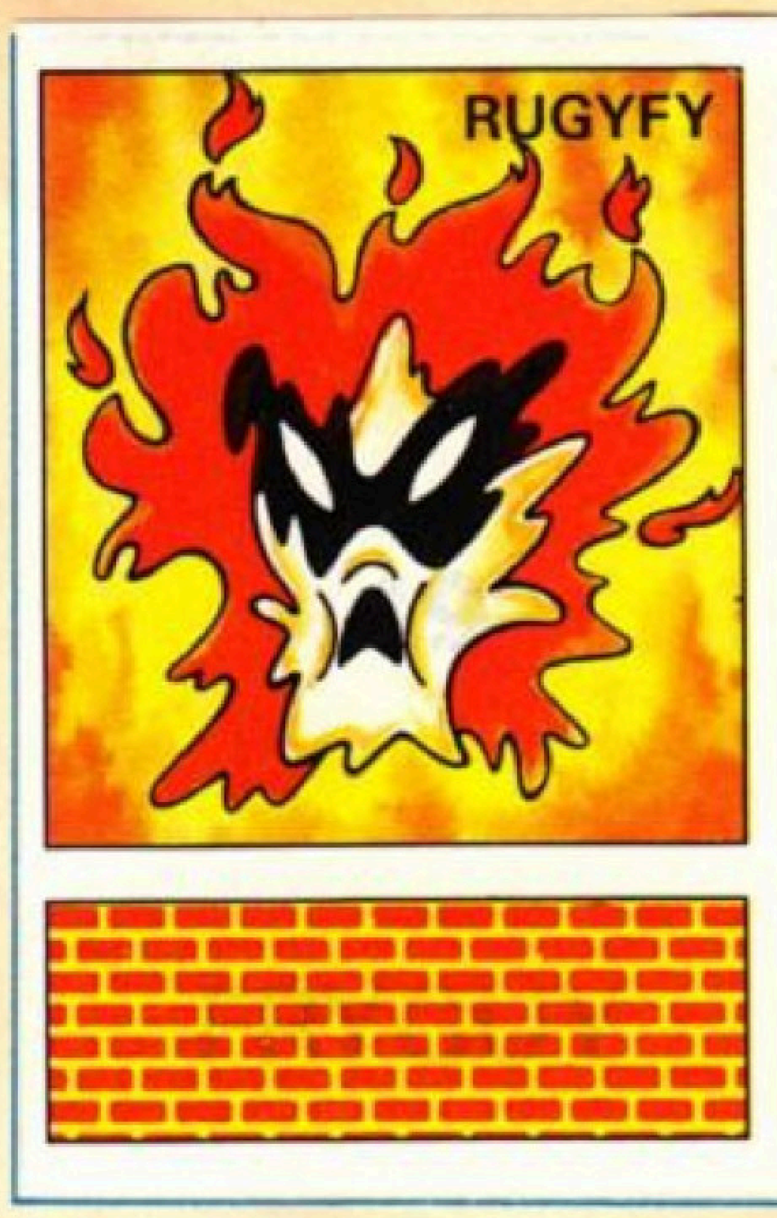
FOR TWO PLAYERS: Take turns trying to find the bomb. The first player to do so is a hero!
FOR ONE PLAYER: Find the bomb before it explodes and the Princess's picnic is ruined. Check scorecard for status.



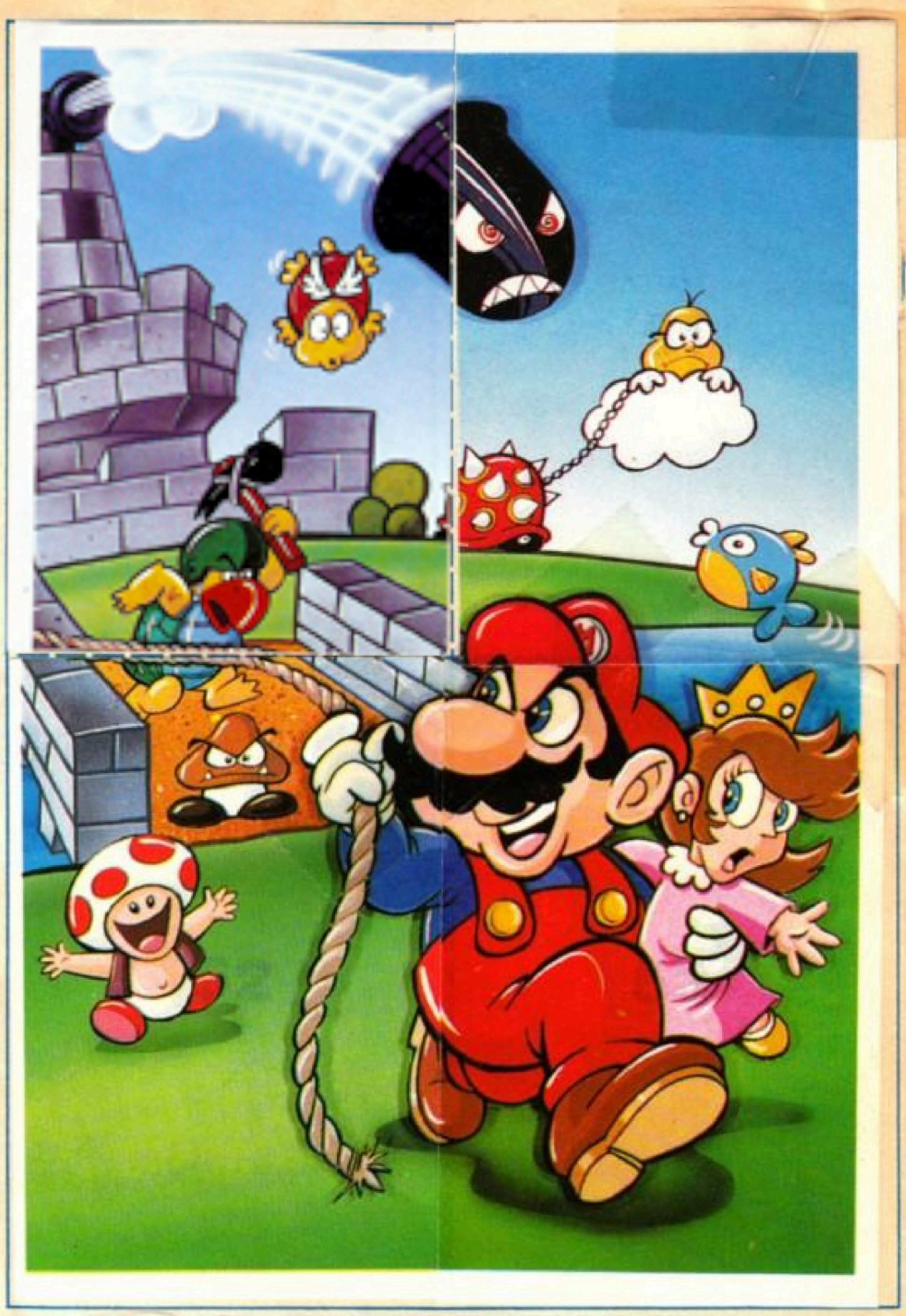
NINTENDO SCORECARD GAME 8	
1 TRY	• EYES LIKE AN EAGLE
2 TRIES	• WISE AS AN OWL
3 TRIES	• CRAFTY AS A FOX
4 TRIES	• EAGER AS A BEAVER
5 TRIES	• SLOW AS A SNAIL
6 TRIES	• BLIND AS A BAT
7 TRIES	• DUMB AS AN OX BUT TWICE AS GOOD LOOKING



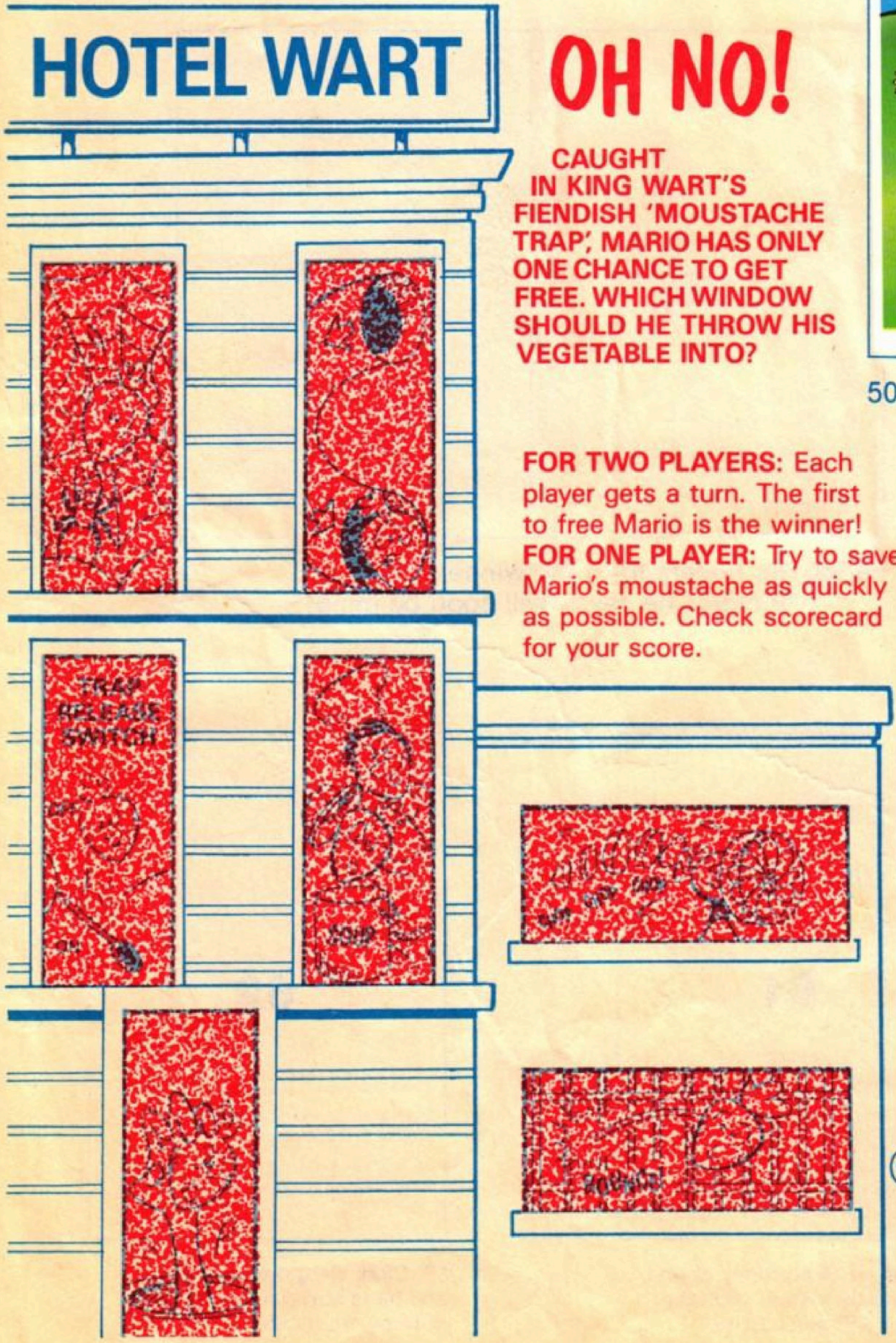
48. **Clue:** Chases stubbornly after Mario; a guy to look out for.



49. **Clue:** Wart gave life to this entity which is created from fire. He spits fireballs when he is mad.



50-53. Mario uses all his skill,
To get away from Bullet Bill.



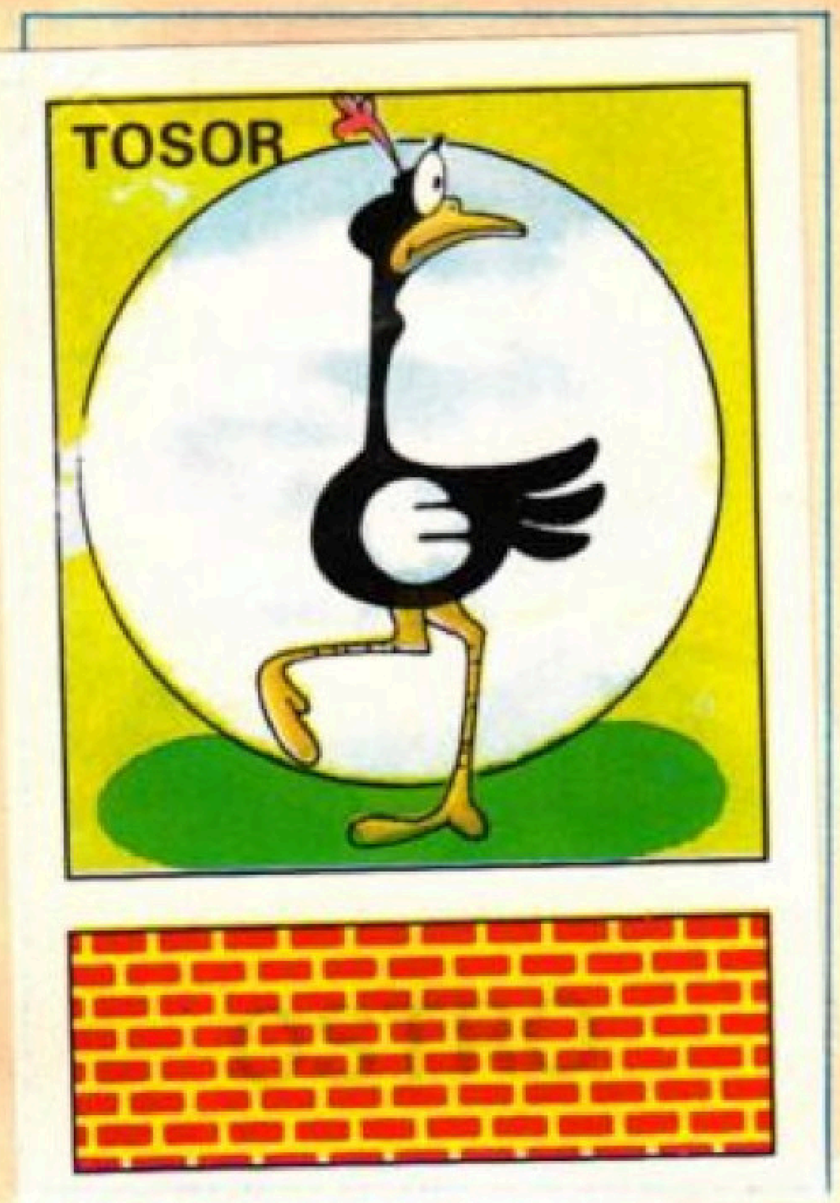
OH NO!

CAUGHT IN KING WART'S FIENDISH 'MOUSTACHE TRAP', MARIO HAS ONLY ONE CHANCE TO GET FREE. WHICH WINDOW SHOULD HE THROW HIS VEGETABLE INTO?

FOR TWO PLAYERS: Each player gets a turn. The first to free Mario is the winner!
FOR ONE PLAYER: Try to save Mario's moustache as quickly as possible. Check scorecard for your score.

NINTENDO SCORECARD GAME 9
1 TRY • VICTORY!
2 TRIES • WINNER!
3 TRIES • SUCCESS!
4 TRIES • BULLS EYE!
5 TRIES • MISSED BY A HAIR
6 TRIES • OOPS
7 TRIES • GOODBYE MOUSTACHE

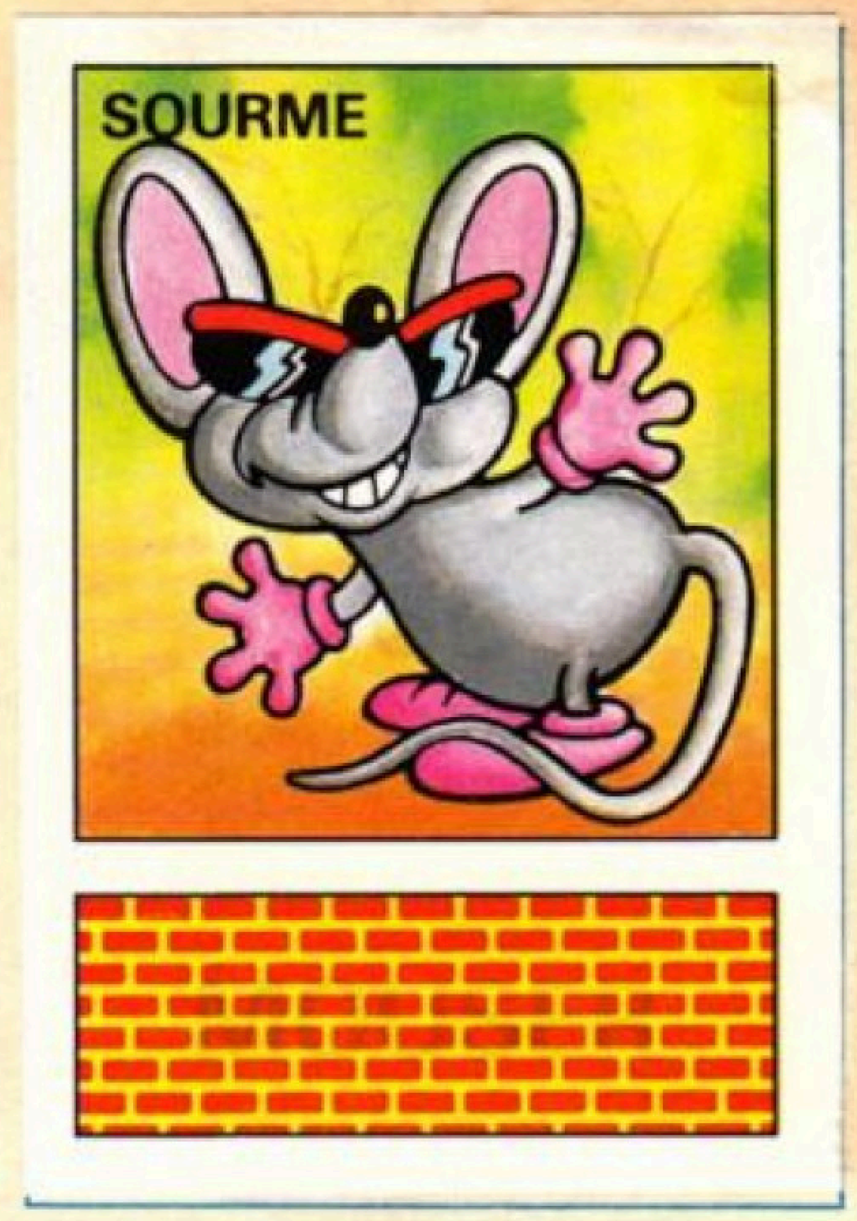




54. **Clue:** He serves as a means of transportation in the world of dreams. Shyguys often ride him.



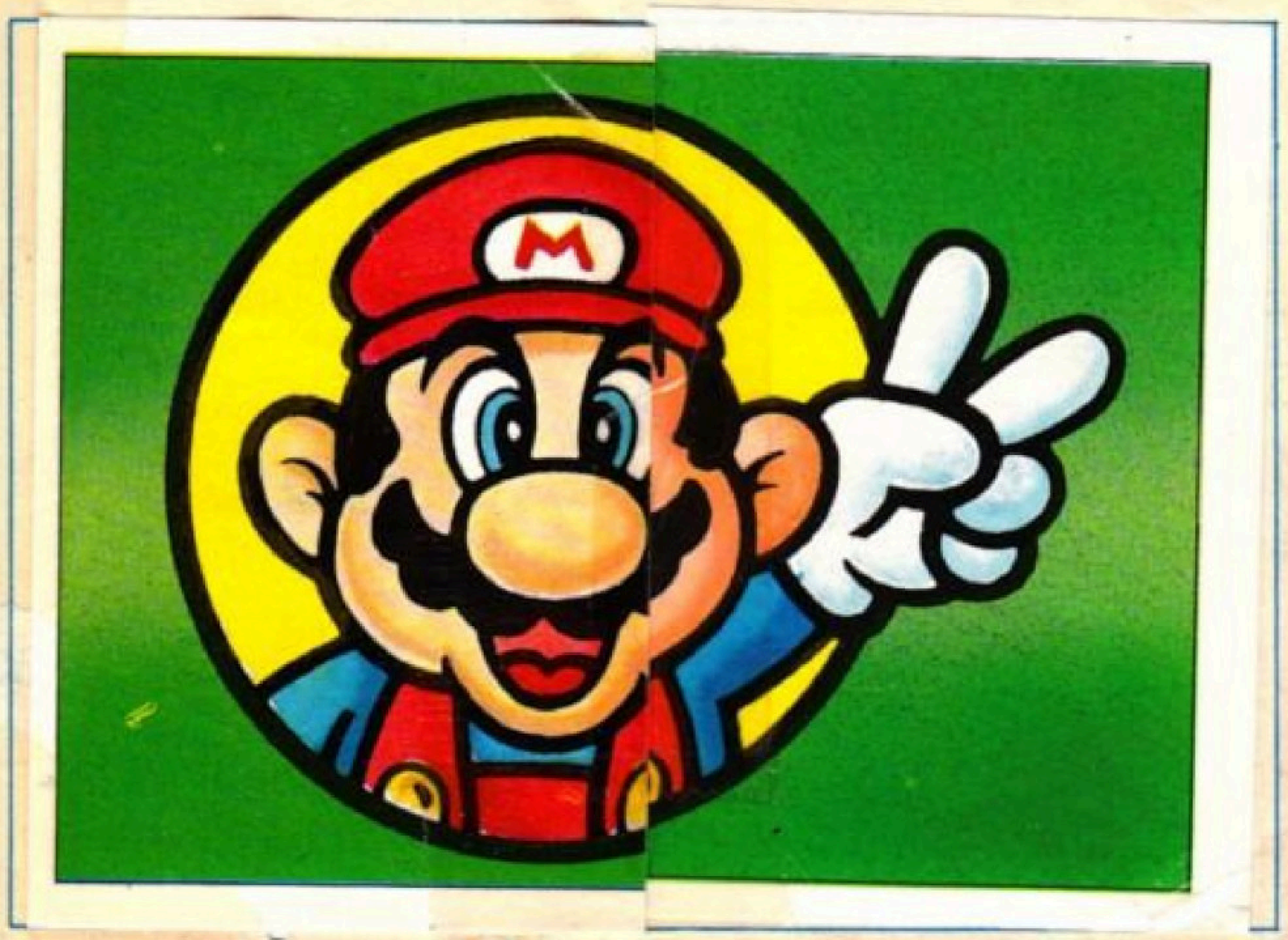
55. **Clue:** A member of the "8 bits" (a club from evil dreams). He wears a mask because he's shy.



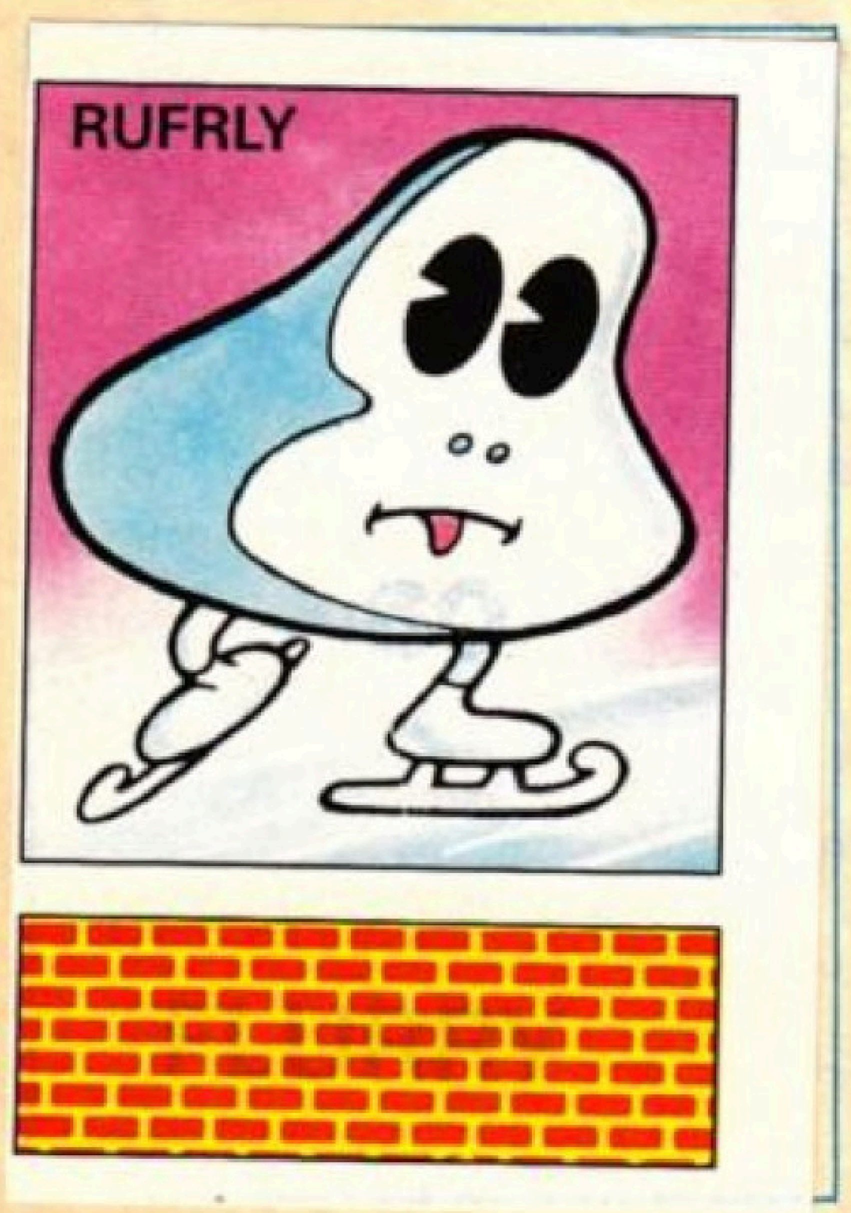
56. **Clue:** It is a bomber of bad dreams that destroys good dreams. It is proud and it doesn't believe that it is just a mouse.



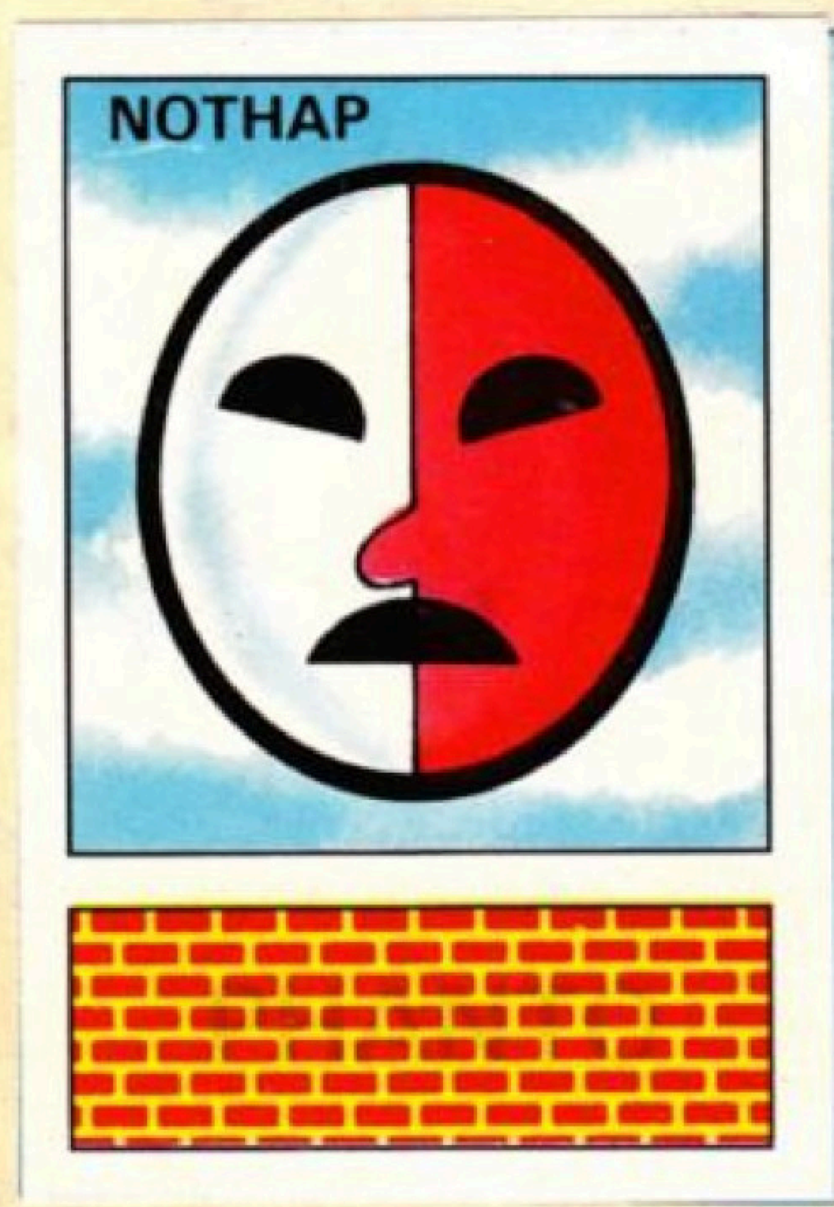
57. **Clue:** His body is entirely covered with spines so you can't climb on his back.



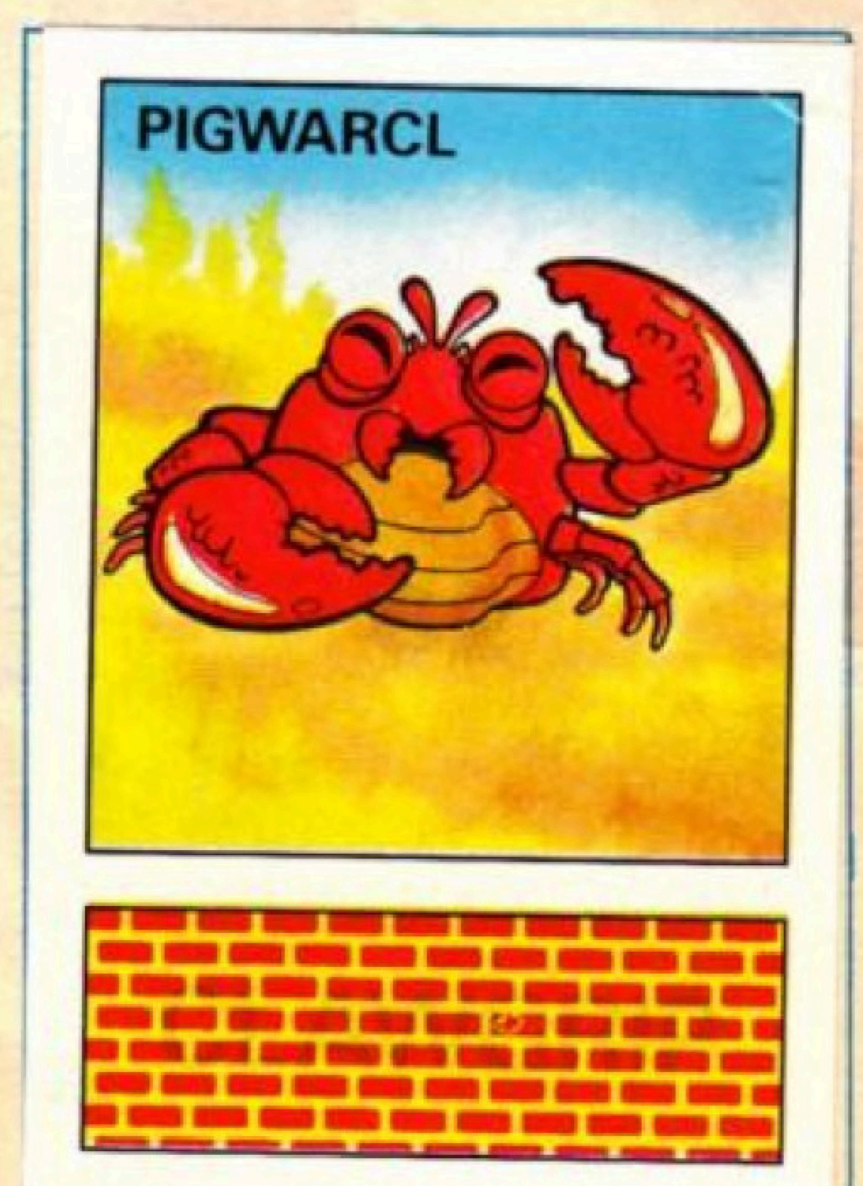
58-59. His fingers form the winners' sign. "Victory," he says, "will soon be mine!"



60. **Clue:** This snow monster wears ice skates.



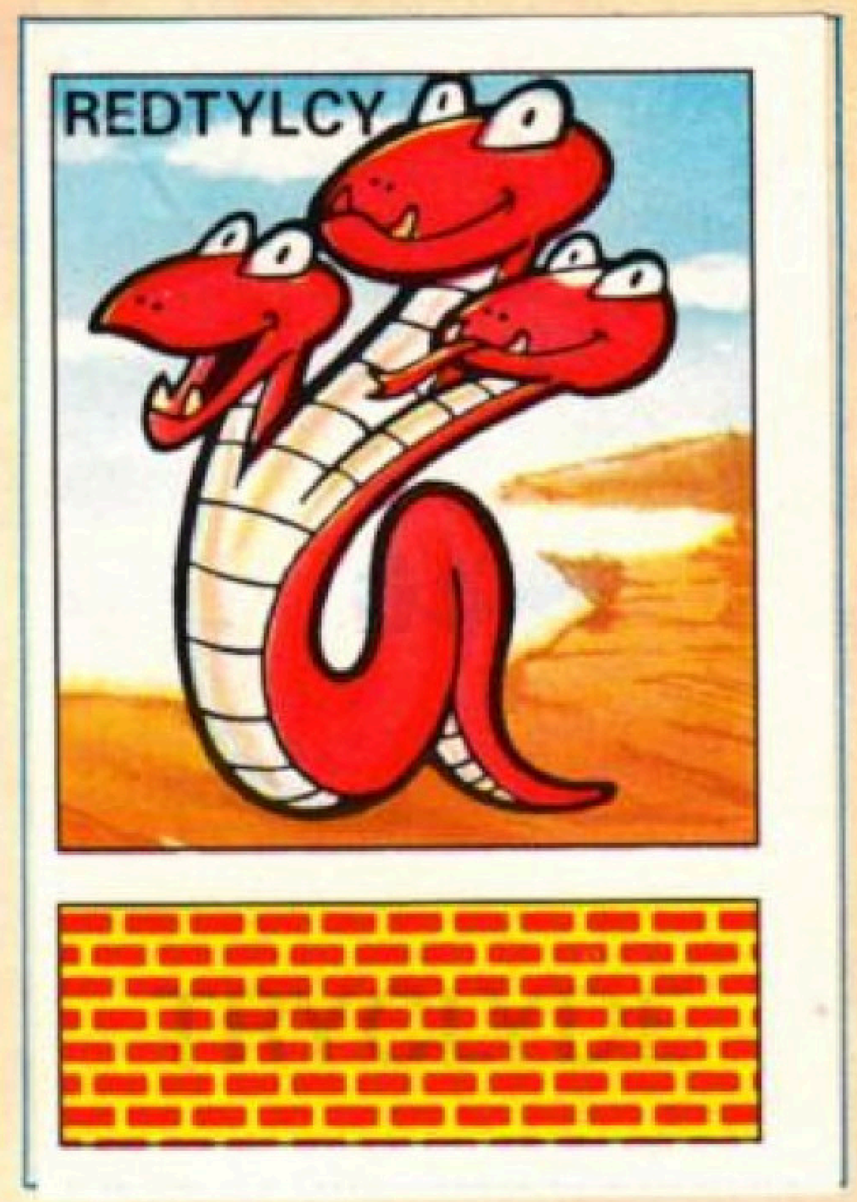
61. **Clue:** He is normally at rest and waits by keys. If you take a key, he will pursue you.



62. **Clue:** He grows suddenly, and he is surprisingly skilled at throwing rocks.



63-64. It looks like Wart is hoppin' mad.
This frog king is one dude that's *bad!*

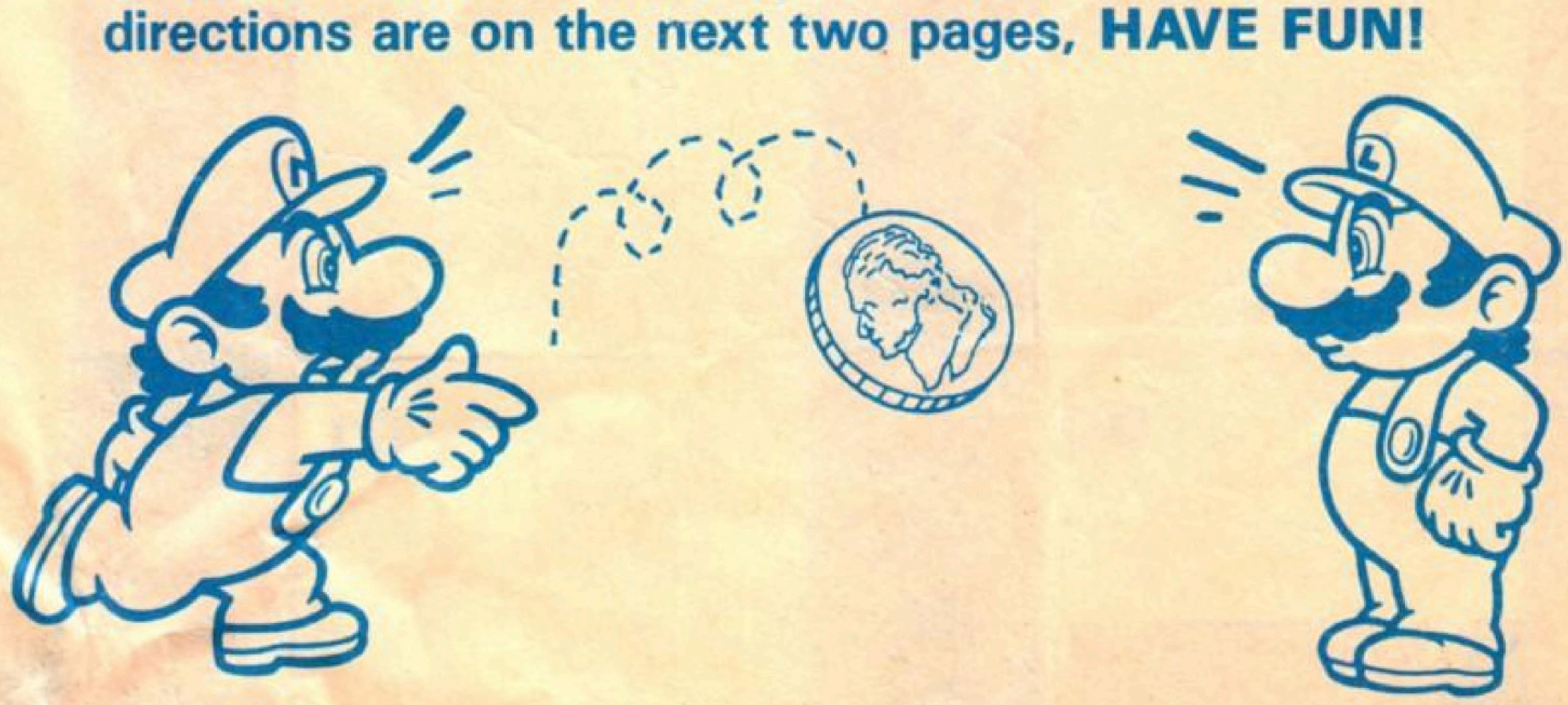


65. **Clue:** Once an outsider, now he is one of Wart's helpers. He impressed Wart with his cunning brain and offensive capabilities which are three times normal strength.

NOW YOU AND A FRIEND CAN PLAY...

MARIO BROS. CRAZY COIN FLIP RACE!

Fill the next two pages with stickers (#66 thru #95), and play this exciting new MARIO BROS. game! All you'll need are *3* coins. A penny, a dime and a nickel will do. Use the dime as *your* marker. Let your friend use the penny as *his* marker. Use the nickel for flipping, to determine how many spaces to move! Complete directions are on the next two pages, HAVE FUN!



MARIO BROS.
CRAZY COIN FLIP RACE!

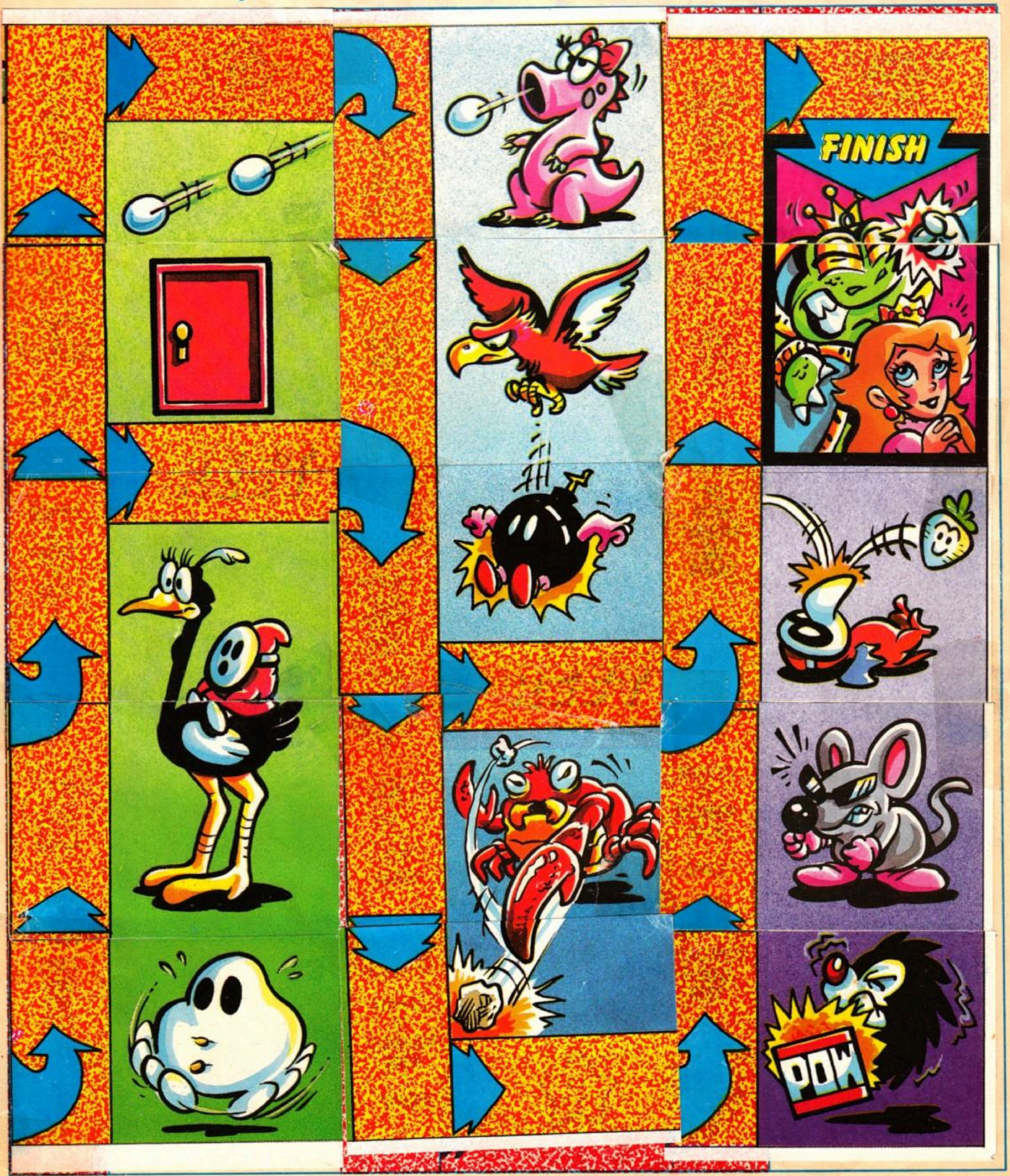


OBJECT: To be the first player to reach the end of the course and save the Princess from Wart.
HOW TO PLAY: Flip a coin to move your marker (another coin). When you flip the coin, your moves will be determined as follows: **HEADS = Move forward 1 space. TAILS = Move forward 2 spaces.** Use your decoder to read the secret message on each space, and follow any instructions revealed to you through your decoder. Players take turns flipping and moving until one player wins!

HIDDEN SYMBOLS & THEIR MEANINGS

STARMAN: Land on him and you don't have to go *back* for the rest of the game!

MUSHROOM: Land on this and take *5 turns in a row!*



THE LEGEND OF ZELDA®

HEY KIDS! **Can you de-scramble the letters to these LEGEND OF ZELDA characters' names? Use your MAGIC DECODER™ to check your answers. The characters' *REAL* names are printed on the stickers in the box below each picture!**



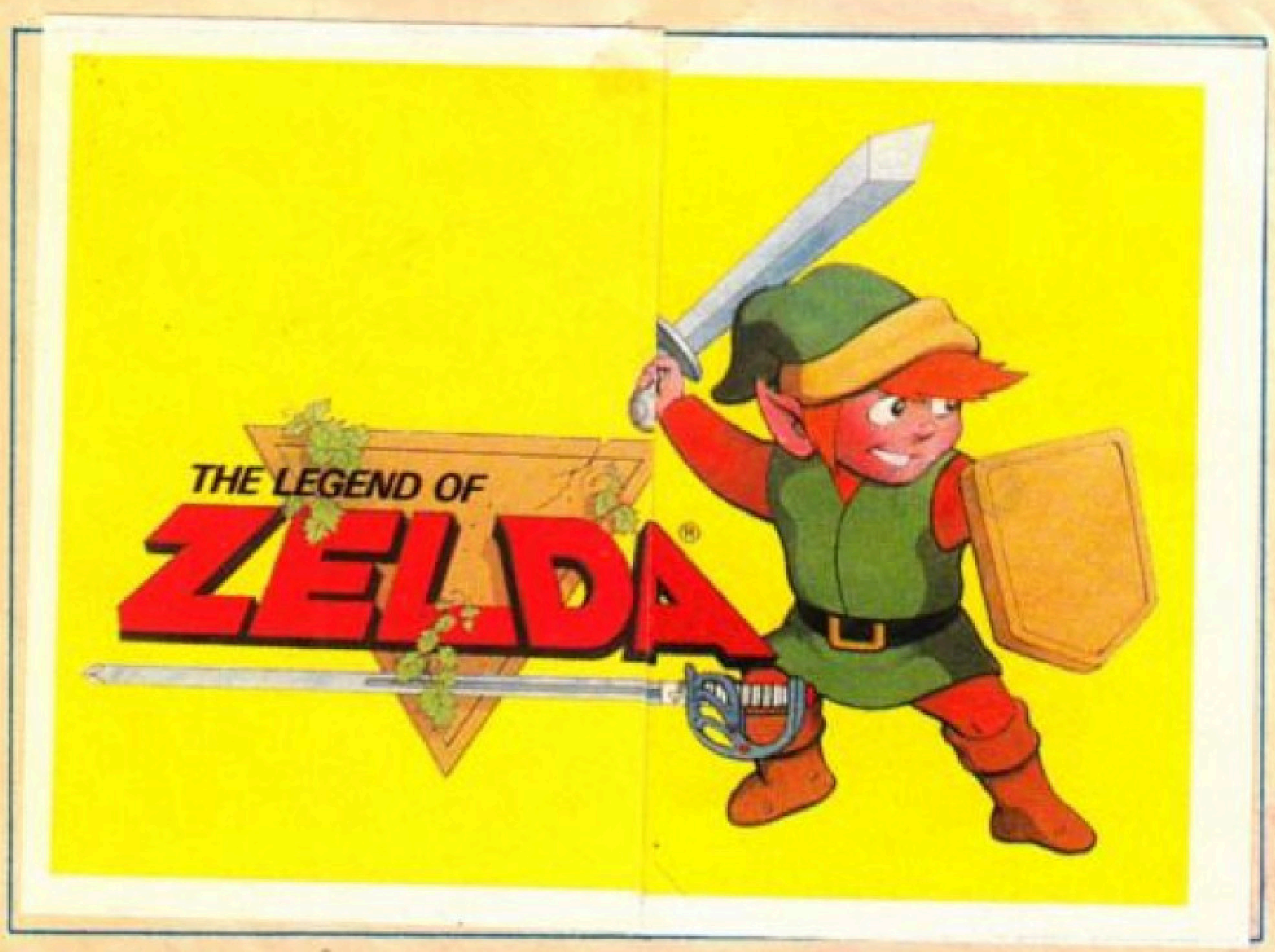
96. **Clue:** Our hero. Seeker of the Triforce powers, he is on a mission to rescue Princess Zelda.



97. **Clue:** A batlike monster, it breathes fire and changes shape.



98. **Clue:** A dragon who rises from fiery pools in flame-breathing horror.



99-100. The Hyrule hero follows the fates.
A long and perilous trail awaits.



GADZOOKS!

LINK HAS ACCIDENTALLY WANDERED INTO THE LAND OF ILLUSIONS. NOTHING IS AS IT SEEMS. YOU MUST HELP THE PLUCKY ELF TO CONTINUE HIS QUEST, OR ELSE IT MIGHT END HERE!

FOR TWO PLAYERS: You and a friend each take turns using the viewers to find the item Link needs before you are attacked by the hidden monsters. The first one to find it is the winner.

FOR ONE PLAYER: See how quickly you can find what you need before you're trapped by the monsters hidden by the illusions. Use the scorecard to rate your success.

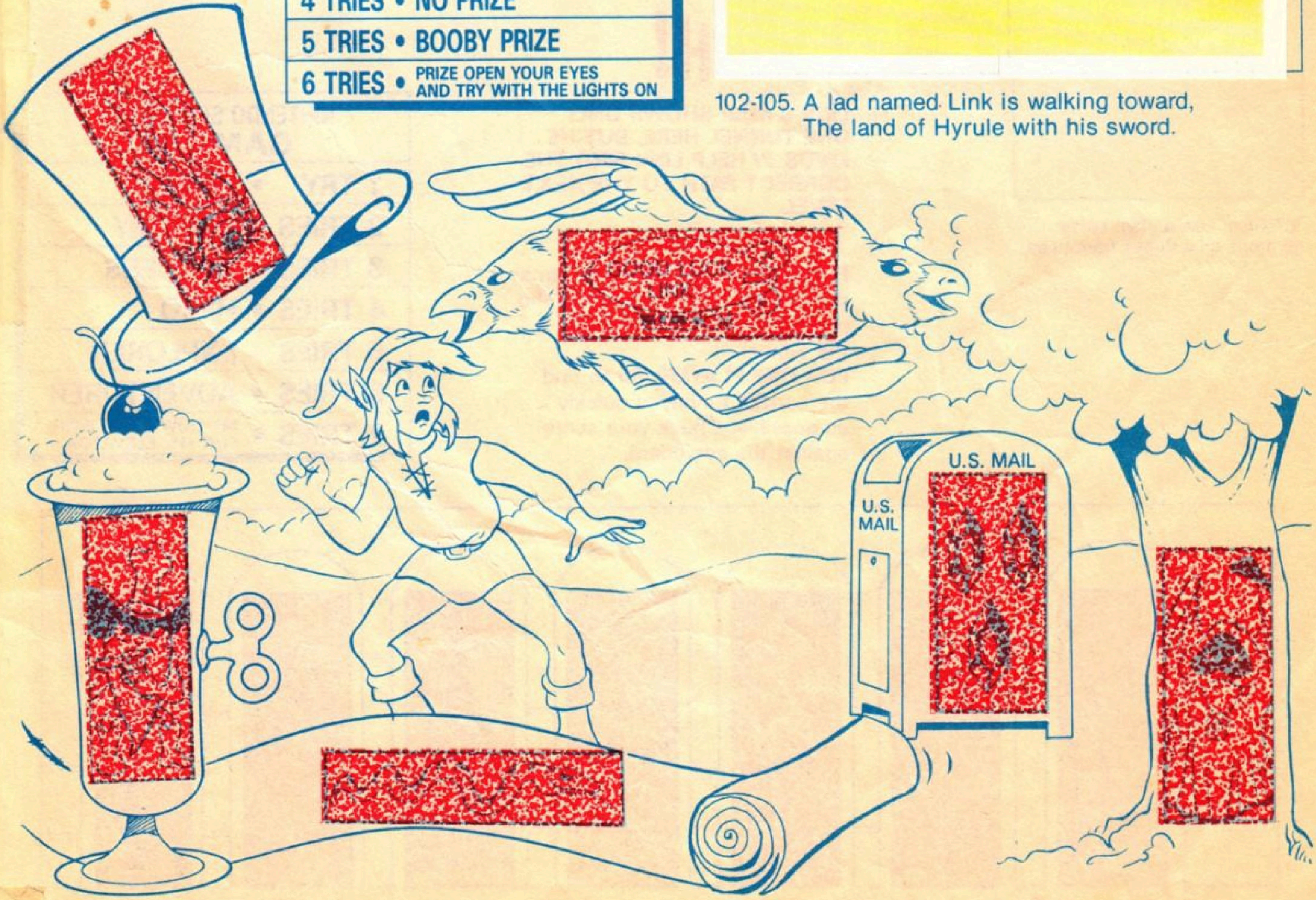


101. **Clue:** A giant troll who swings an iron-spiked mace.



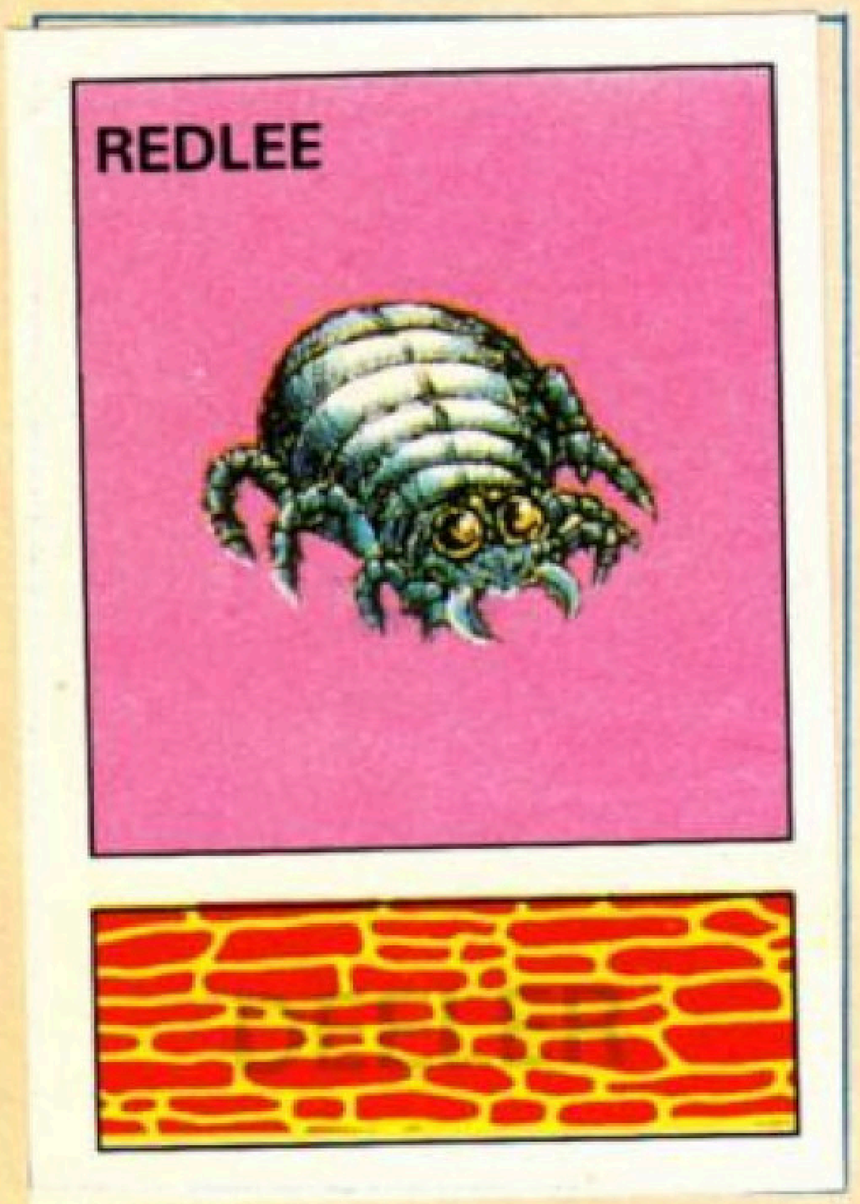
102-105. A lad named Link is walking toward, The land of Hyrule with his sword.

NINTENDO SCORECARD GAME 10	
1 TRY	• GRAND PRIZE
2 TRIES	• SECOND PRIZE
3 TRIES	• THIRD PRIZE
4 TRIES	• NO PRIZE
5 TRIES	• BOOBY PRIZE
6 TRIES	• PRIZE OPEN YOUR EYES AND TRY WITH THE LIGHTS ON

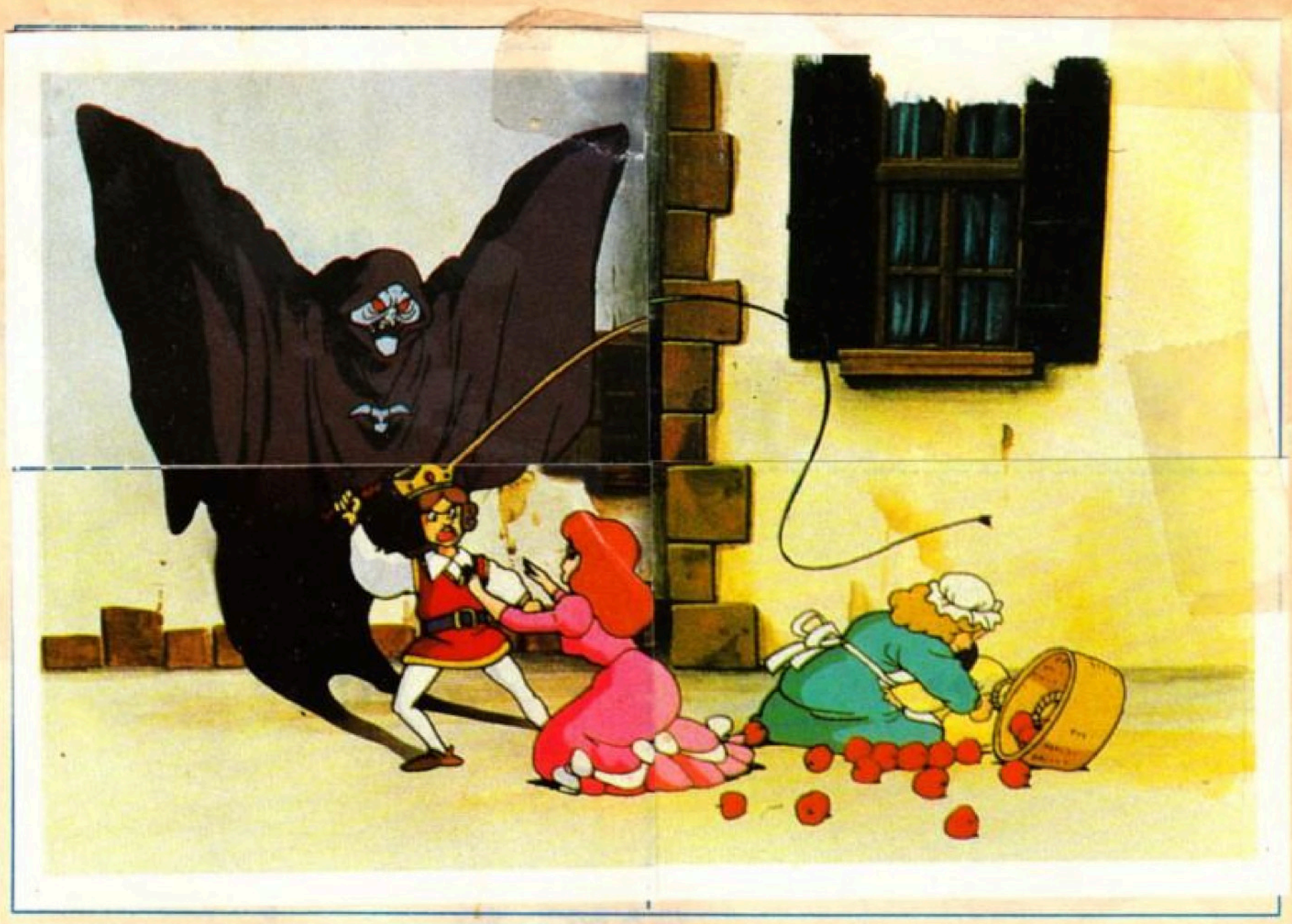




106. **Clue:** He drops from the sky and attacks swiftly.



107. **Clue:** Like a giant spider, he drops on a thread from trees.



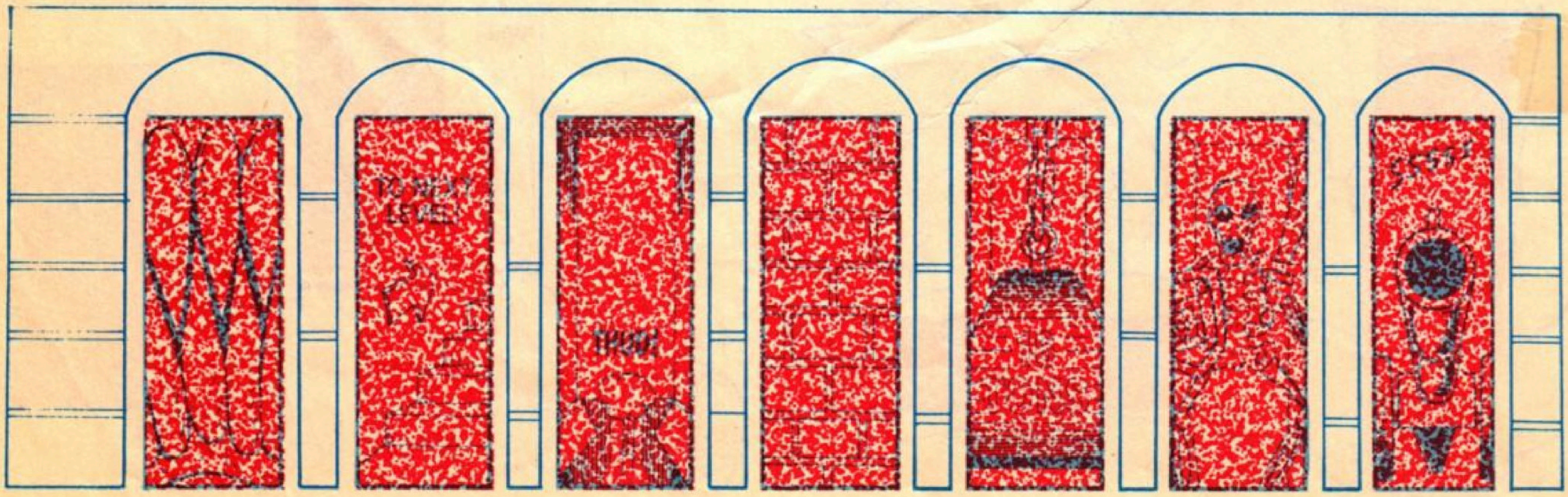
108-111. The Triforce secret the Princess knew.
A sorcerer wished to know it too.
But Princess Zelda wouldn't tell.
So the sorcerer cast a sleeping spell.

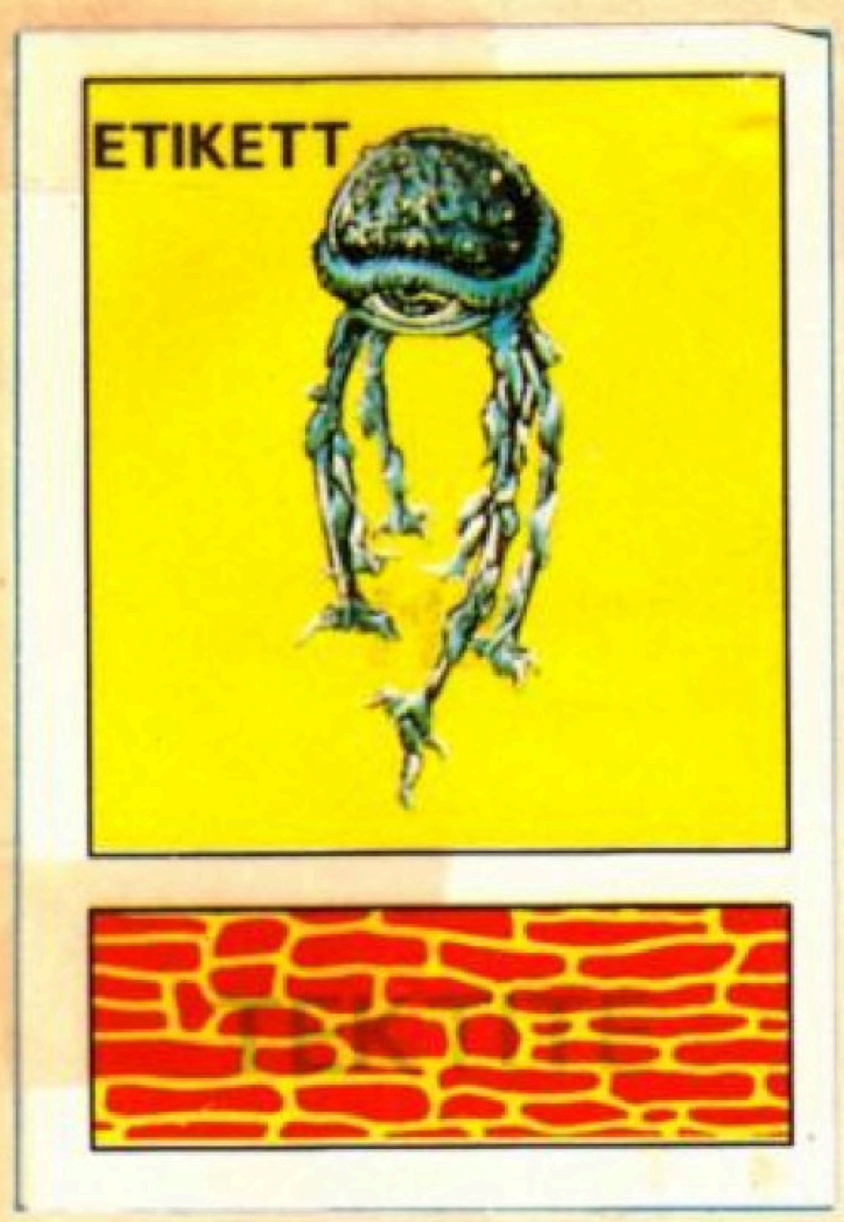
UH OH!

LINK'S MAP SHOWS ONLY ONE TUNNEL HERE. BUT HE FINDS *7!* HELP LINK FIND THE CORRECT PATH TO THE NEXT LEVEL.

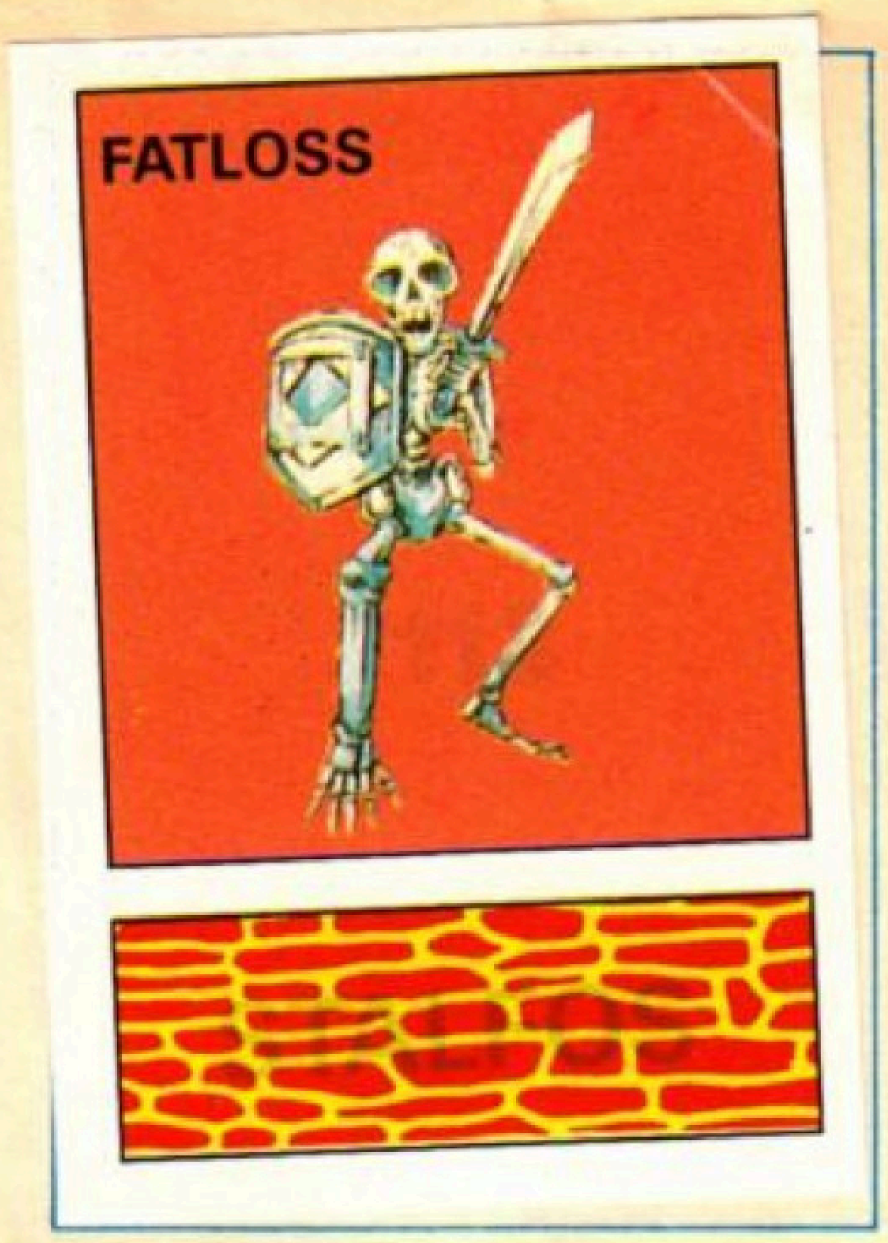
FOR TWO PLAYERS: Take turns picking a tunnel. The player who picks the correct tunnel first is the winner.
FOR ONE PLAYER: Try to find the correct tunnel as quickly as possible. Check your score against the scorecard.

NINTENDO SCORECARD GAME 11
1 TRY • WINNER
2 TRIES • VICTORY
3 TRIES • SUCCESS
4 TRIES • HERO
5 TRIES • EXPLORER
6 TRIES • ADVENTURER
7 TRIES • SIT DOWN AND WAIT FOR THE ELEVATOR





112. **Clue:** These spidery things jump about all over the place.



113. **Clue:** A skeleton warrior that can somehow use a sword, but is poor at handling a shield.

RIDDLE TIME!

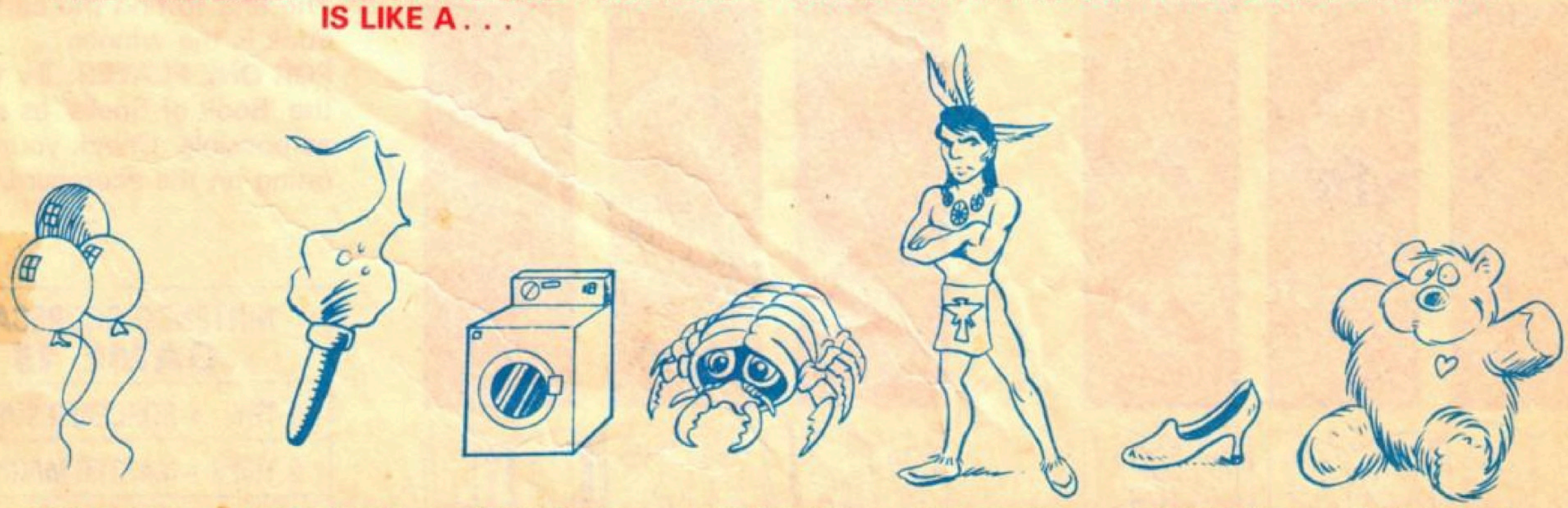
FOR TWO PLAYERS: Take turns trying to guess the riddle. You have to explain your guess. The one who guesses correctly *and* has the right explanation is the winner!
BONUS! If you pick the wrong answer but come up with a clever reason, give yourself an extra point!
FOR ONE PLAYER: Try to figure out the riddle in as few guesses as possible. Check your cleverness out on the scorecard below!

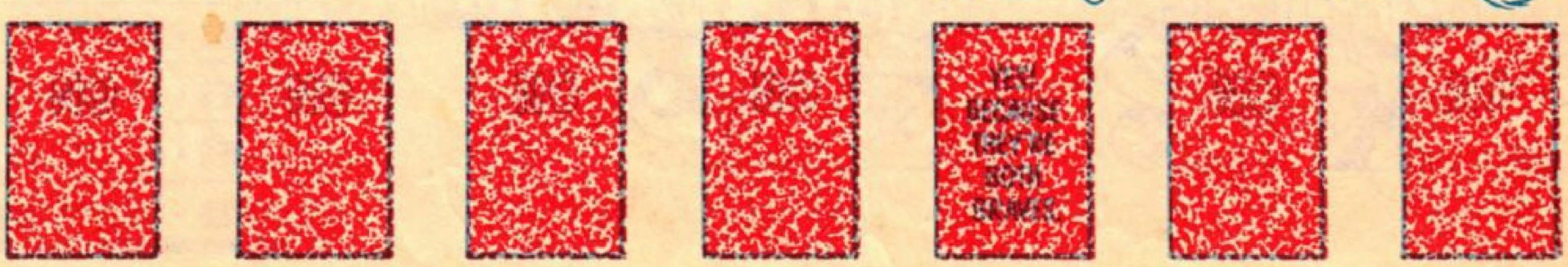


114-115. In sleeplike trance the Princess lays.
Thus Link begins his hero phase.

NINTENDO SCORECARD GAME 12	
1 TRY	• EXCELLENT!
2 TRIES	• GREAT!
3 TRIES	• GOOD
4 TRIES	• AVERAGE
5 TRIES	• OKAY
6 TRIES	• POOR
7 TRIES	• TEAR THIS PAGE OUT AND PRETEND YOU NEVER SAW IT

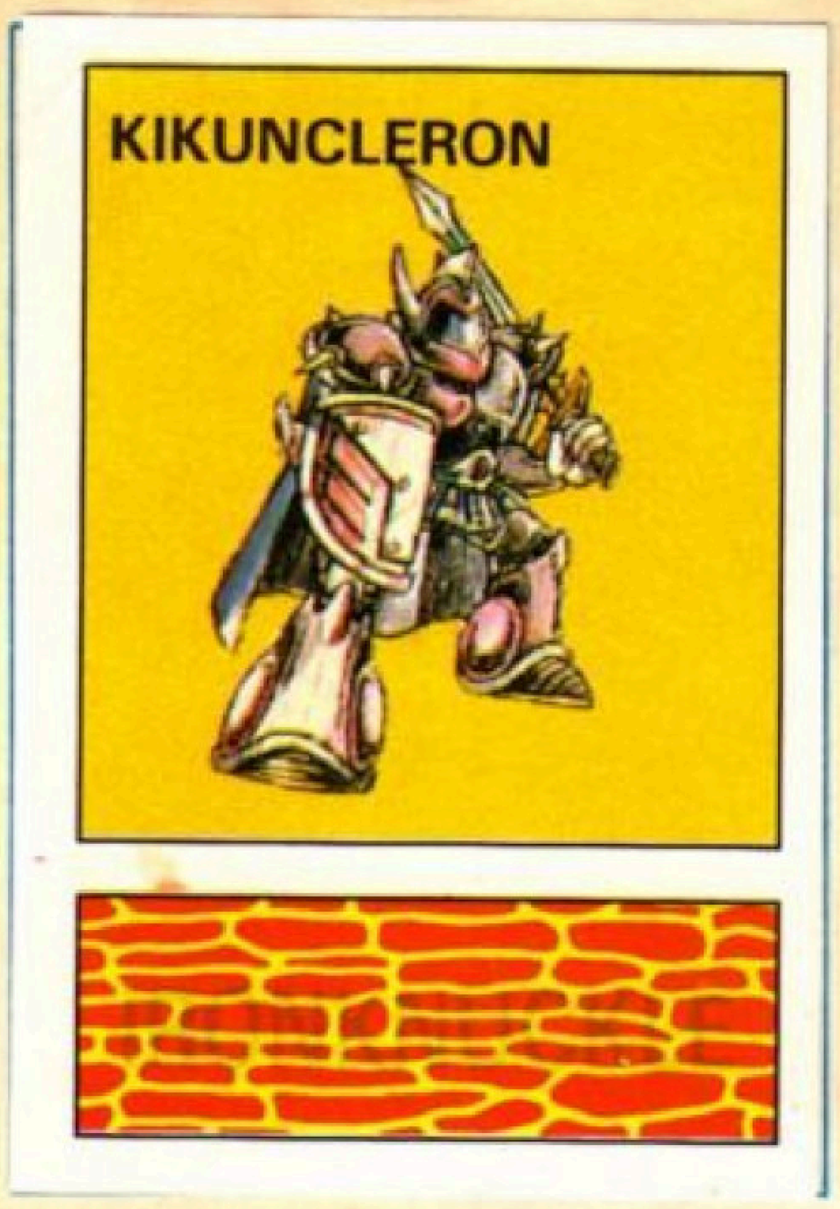
THE RIDDLE: **THE SKY IS LIKE YOUR DOG — BECAUSE THEY'RE BOTH TRUE BLUE AND LINK IS LIKE A . . .**



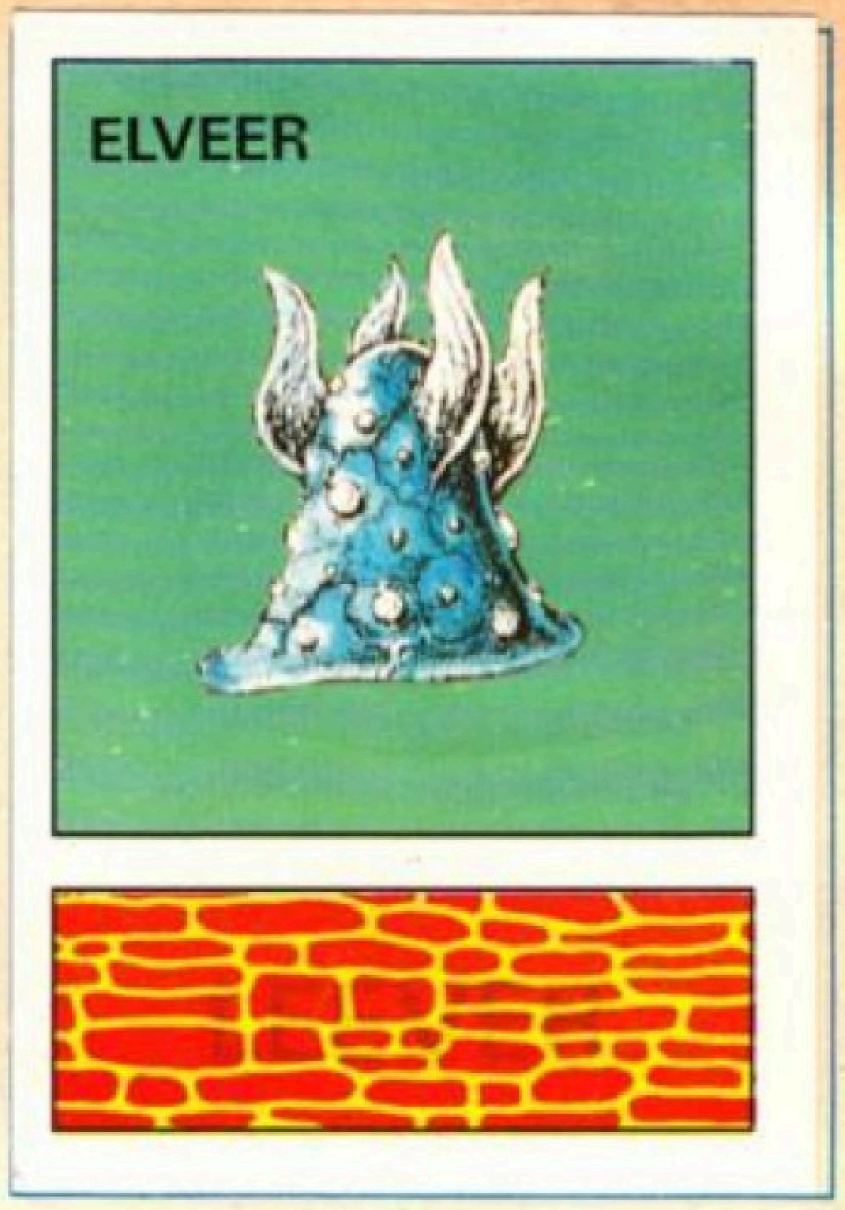




116. **Clue:** A caterpillar that stands up; only it's head is vulnerable.



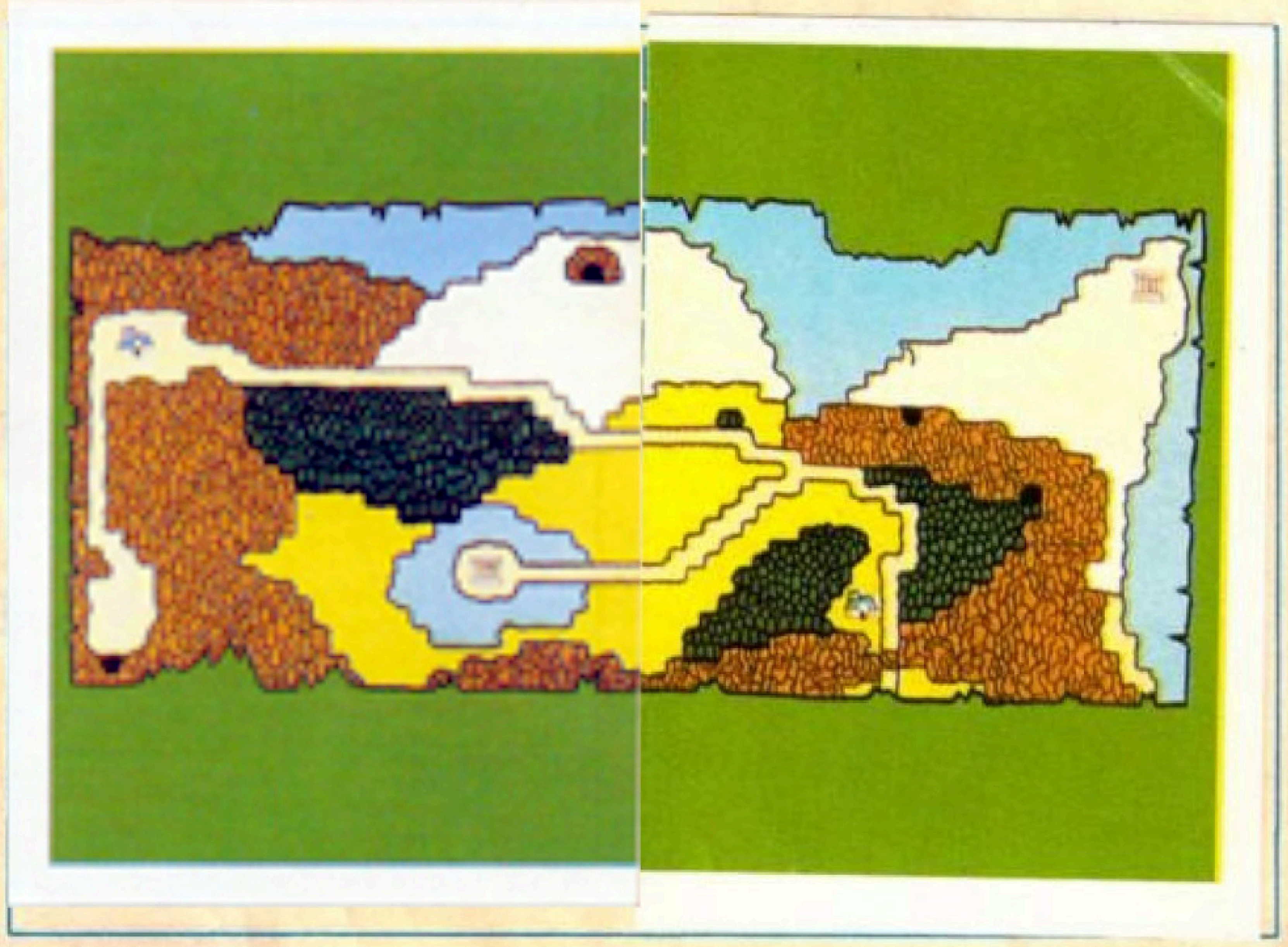
117. **Clue:** An iron warrior chosen by the king. He exists in many forms.



118. **Clue:** They live in the ground and eat up the energy of creatures that approach them.



119. **Clue:** Half-fish and half-woman, she lives in the water.



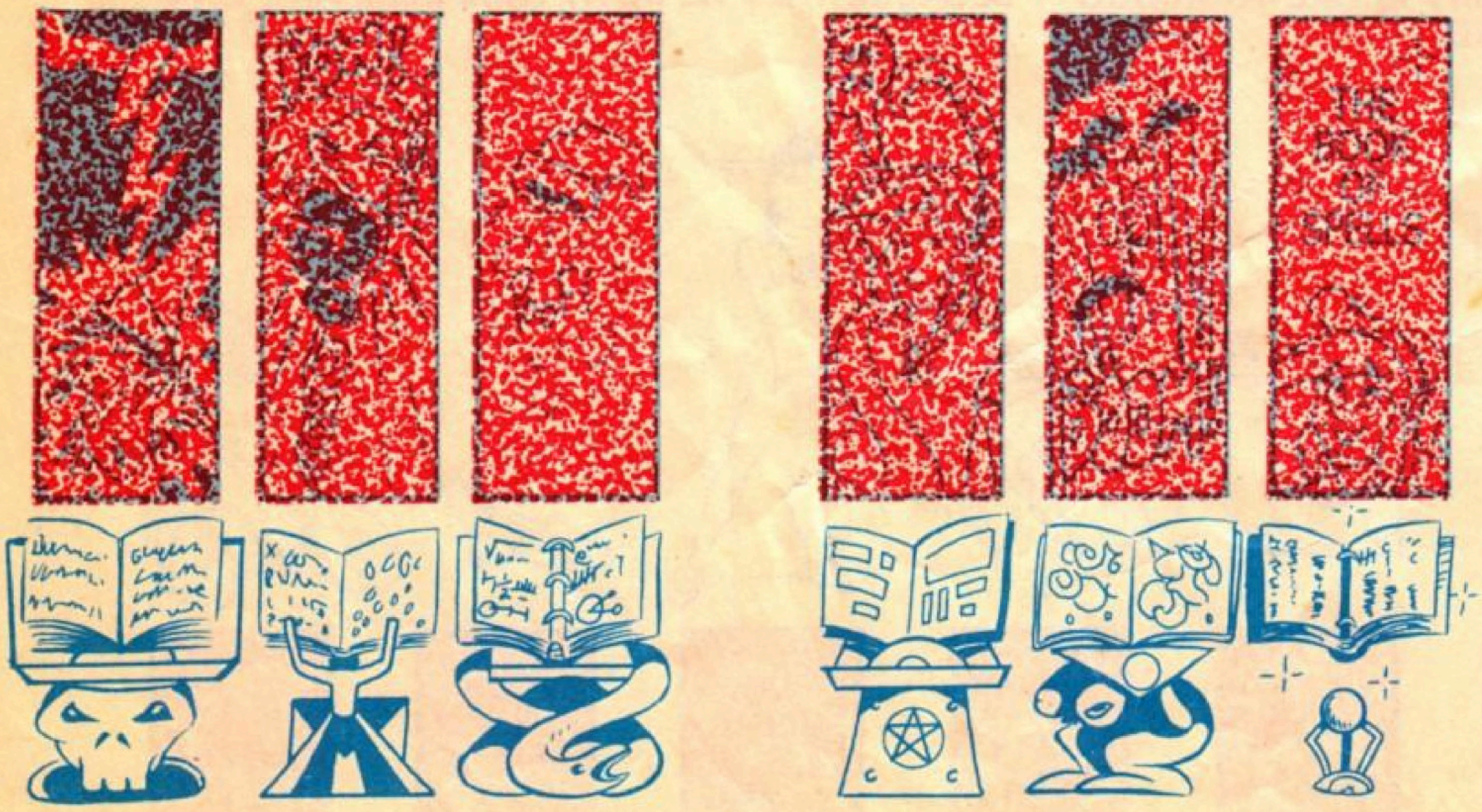
120-121. Now you put on your thinking cap,
And study Hyrule's Battle Map.

LOOKOUT!

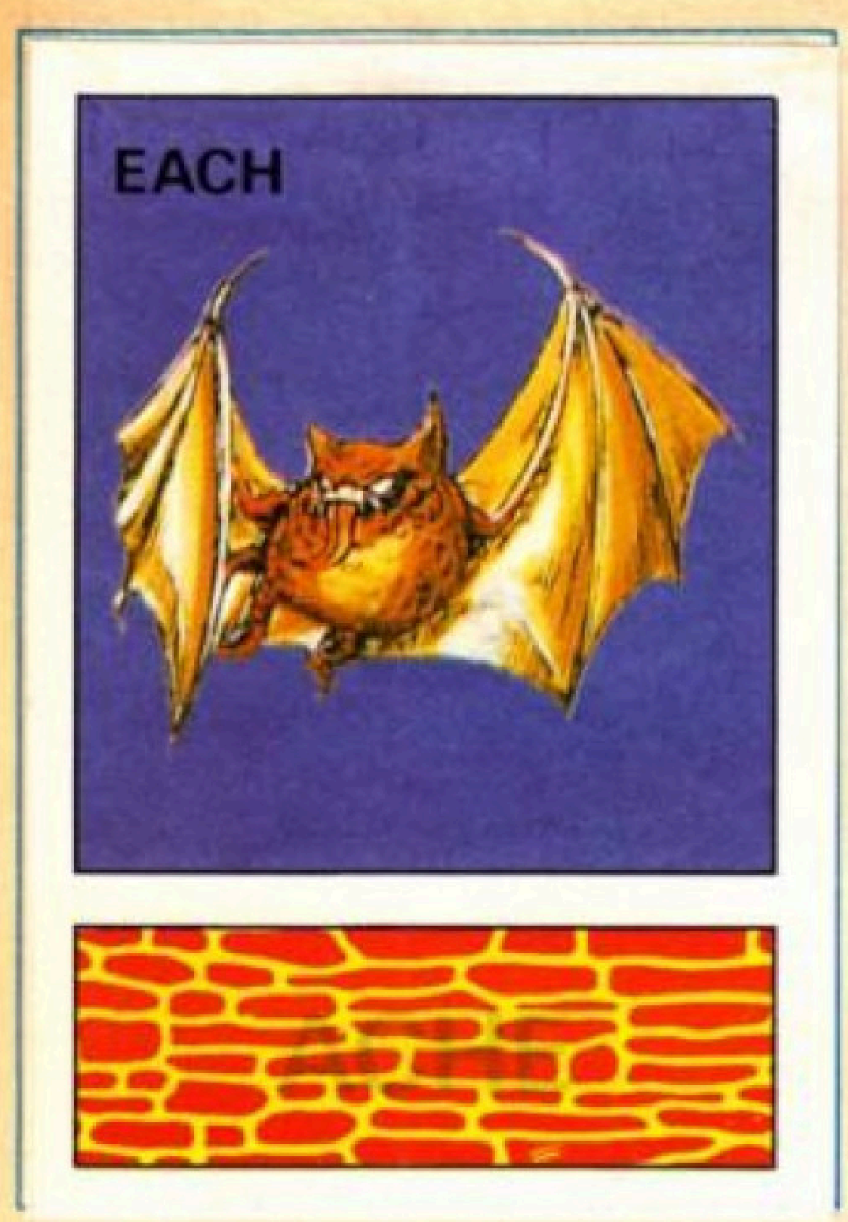
LINK FINDS A ROOM FULL OF MAGIC BOOKS! BUT HE MUST CHOOSE CAREFULLY! ONLY ONE IS *THE* BOOK OF SPELLS! THE OTHERS ARE DEADLY TRAPS. BEWARE!

FOR TWO PLAYERS: Each player picks a book and then checks it through their viewer. The first to find the correct book is the winner.

FOR ONE PLAYER: Try to find the 'Book of Spells' as quickly as possible. Check your magic rating on the scorecard.



NINTENDO SCORECARD GAME 13
1 TRY • SORCERER SUPREME
2 TRIES • MASTER MAGICIAN
3 TRIES • HOUDINI JR.
4 TRIES • ABRA-KA DABBELER
5 TRIES • MR. WIZARD
6 TRIES • KITCHEN MAGICIAN



122. **Clue:** They swoop down from the shadows of deep caverns.

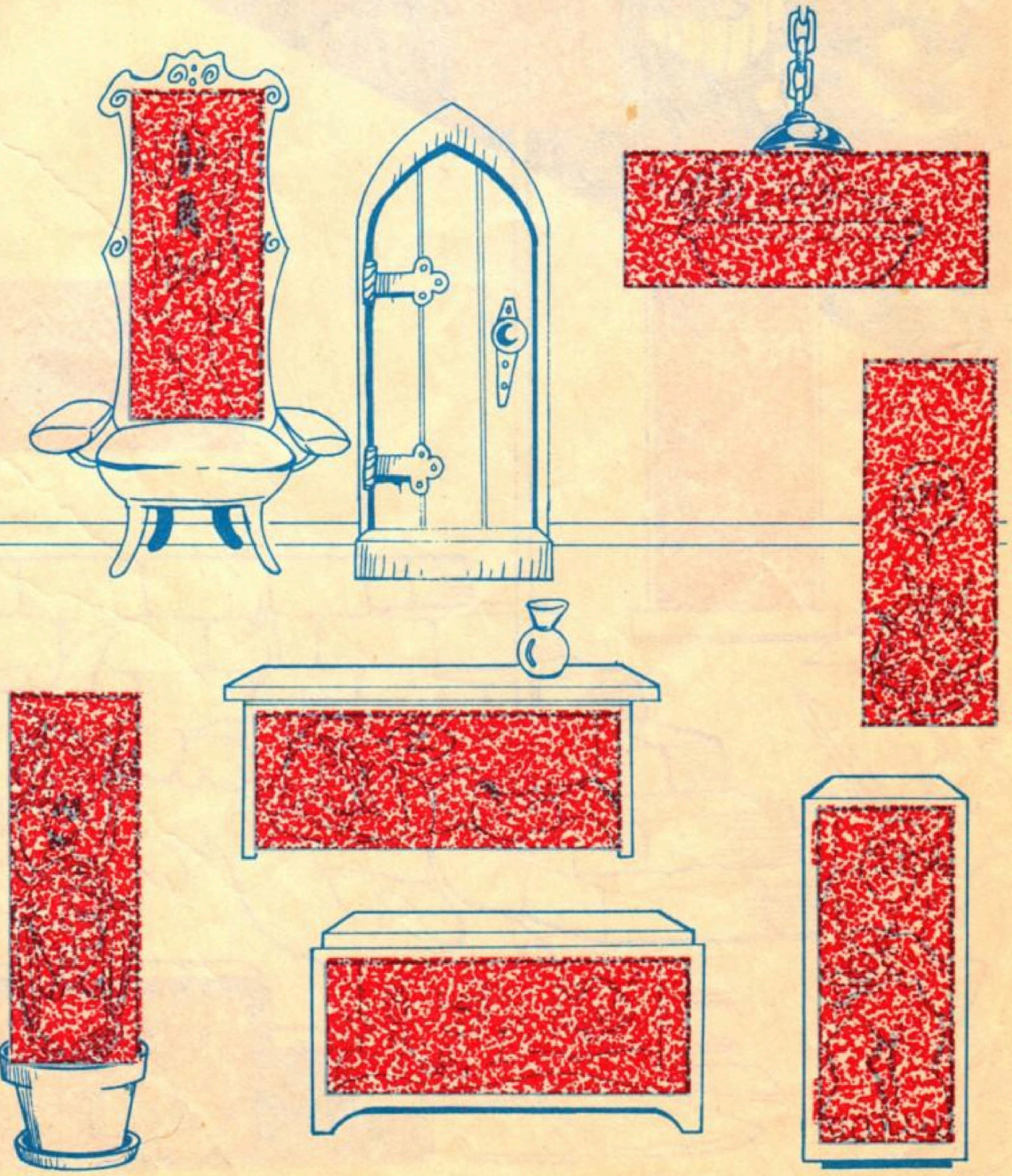


123-126. Hyrule's people cringe in fright.
As villains pillage in the night.

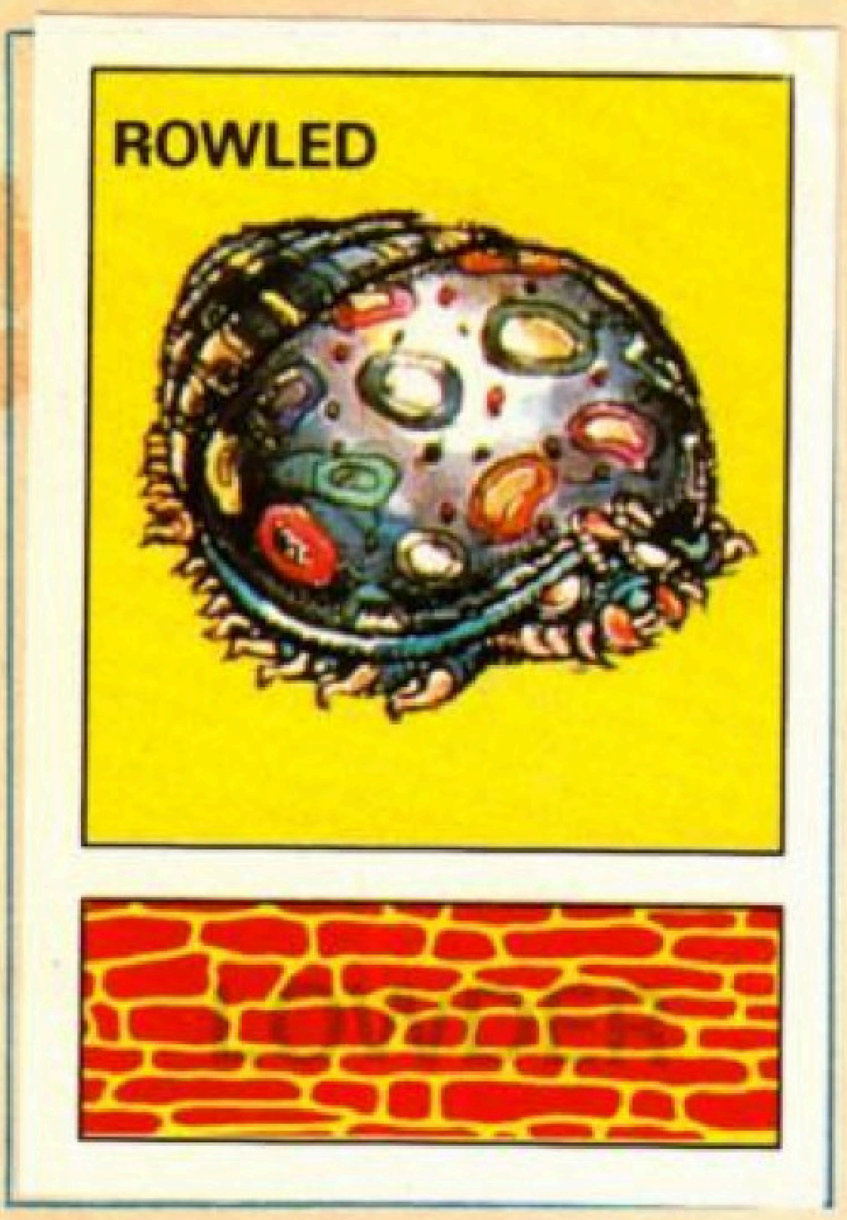
ZOUNDS!

LINK IS MISSING! OUR HERO IS HIDING SOMEWHERE IN THIS ROOM! BUT MONSTER TROOPS ARE ON THE WAY! BETTER FIND HIM BEFORE THEY DO — HURRY!

FOR TWO PLAYERS: Take turns using your viewers to discover Link's hiding place. The first one to find him is the winner!
FOR ONE PLAYER: Try to find Link as quickly as possible. Check your score on the scorecard below!



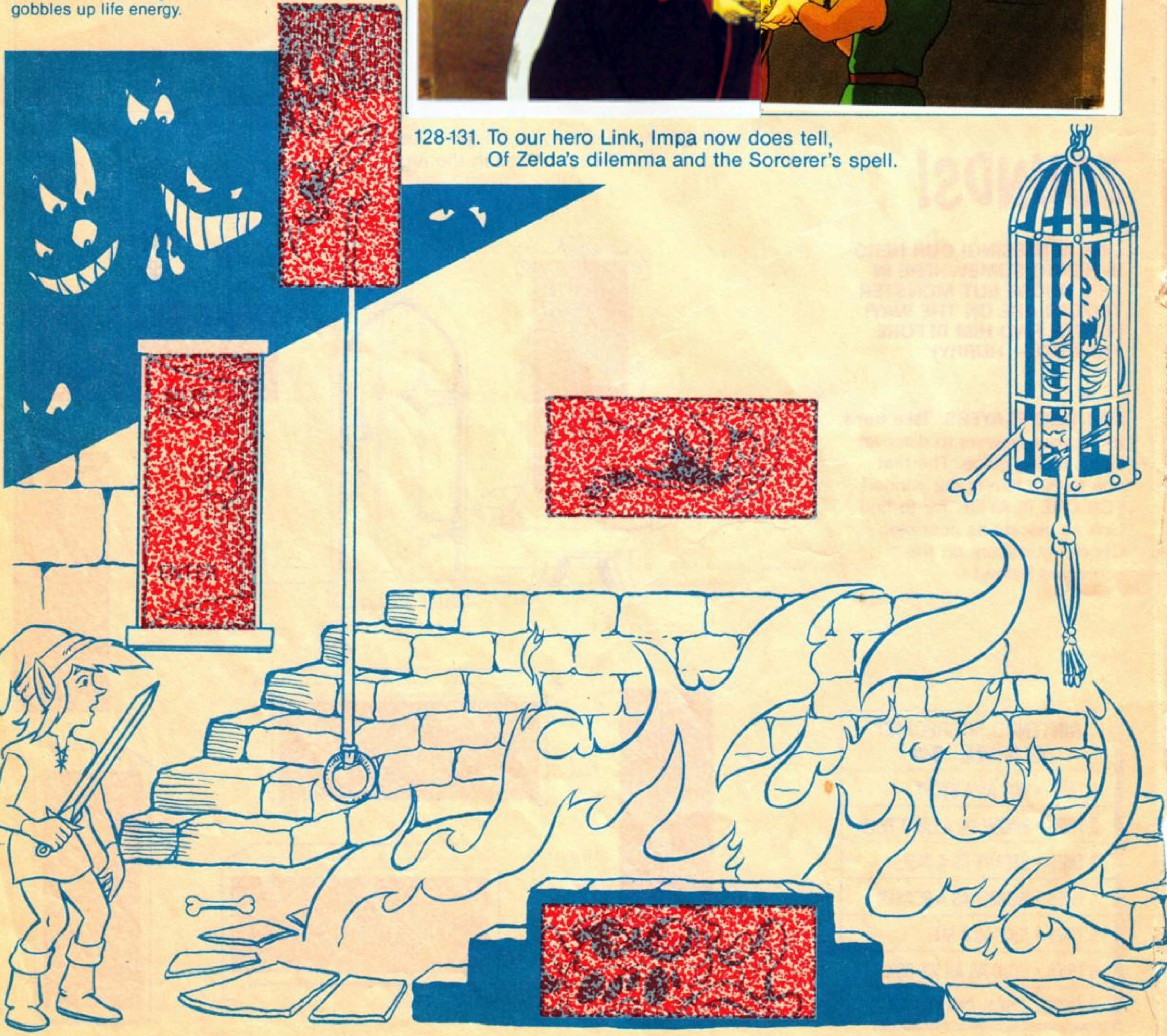
NINTENDO SCORECARD **GAME 14**
1 TRY • HOT AS A STOVE
2 TRIES • BRIGHT AS A LIGHT BULB
3 TRIES • STEADY AS A TABLE
4 TRIES • WOBBLY AS A ROCKER
5 TRIES • FLAT AS A RUG
6 TRIES • COLD AS AN ICE BOX
7 TRIES • A REAL CHAR-ITY CASE



127. **Clue:** A crawling beetle that gobbles up life energy.

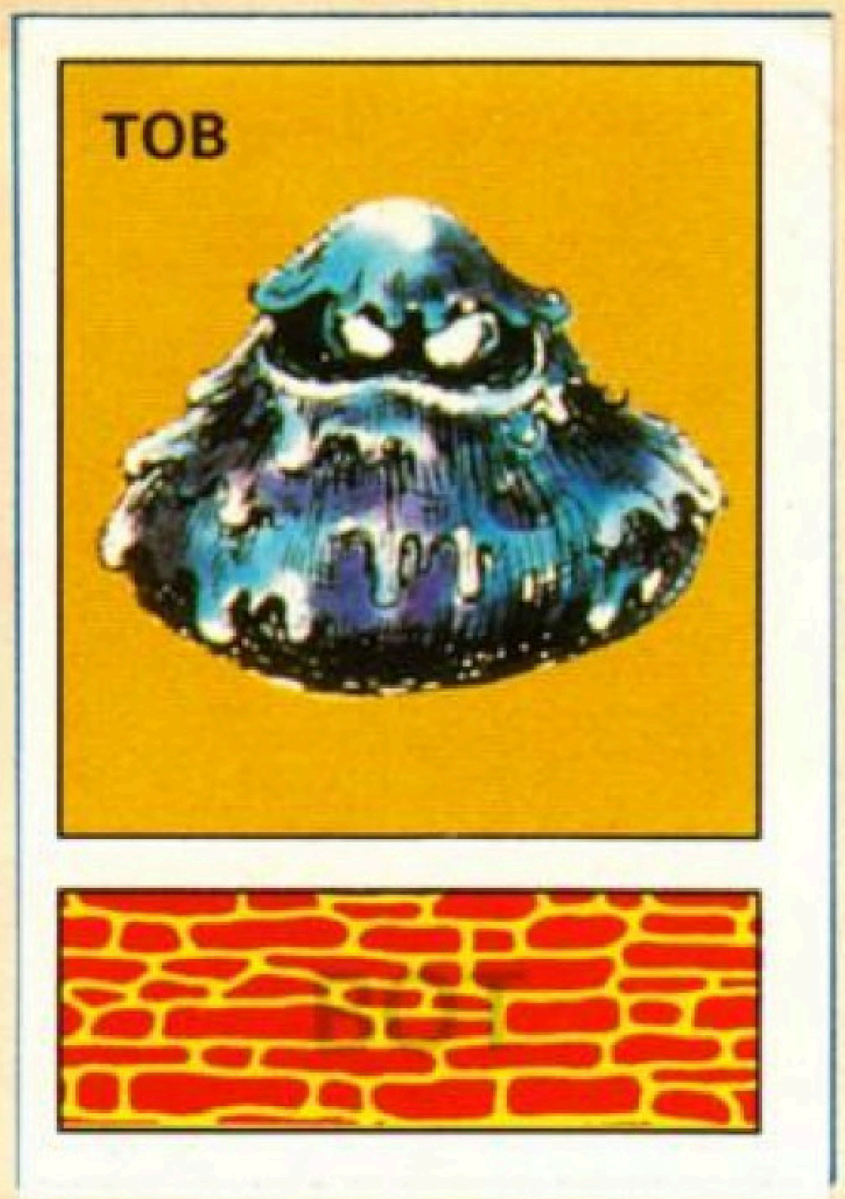


128-131. To our hero Link, Impa now does tell,
Of Zelda's dilemma and the Sorcerer's spell.





132. **Clue:** A jelly-like monster that wobbles about.



133. **Clue:** This jumping jelly drop is found everywhere.

WONDER of WONDERS!

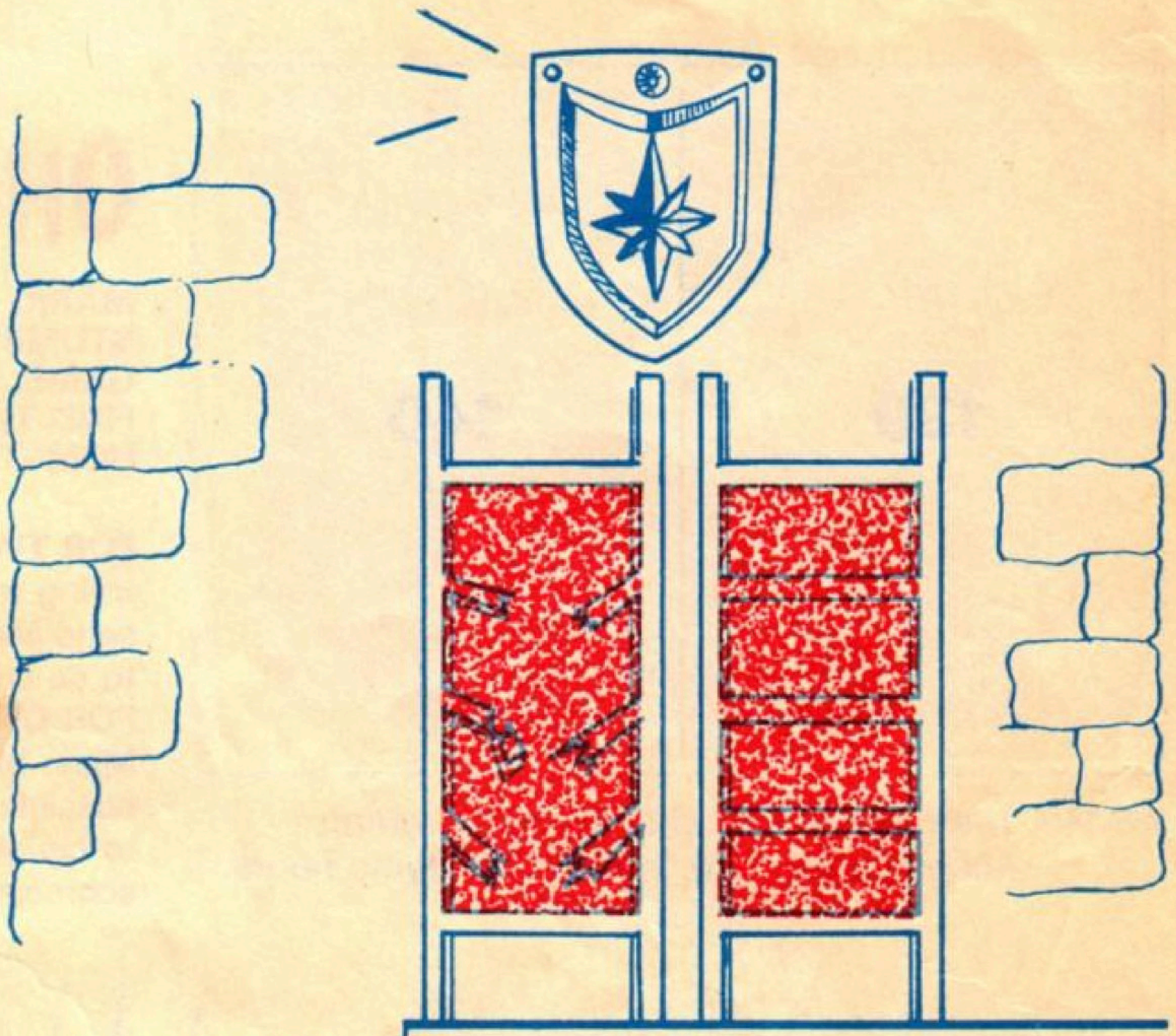
LINK HAS FOUND A MAGIC SHIELD! THE ONLY PROBLEM IS, HOW TO GET AROUND THE PIT OF FIRE AND REACH IT? BE CAREFUL — ONLY ONE WAY IS SAFE!

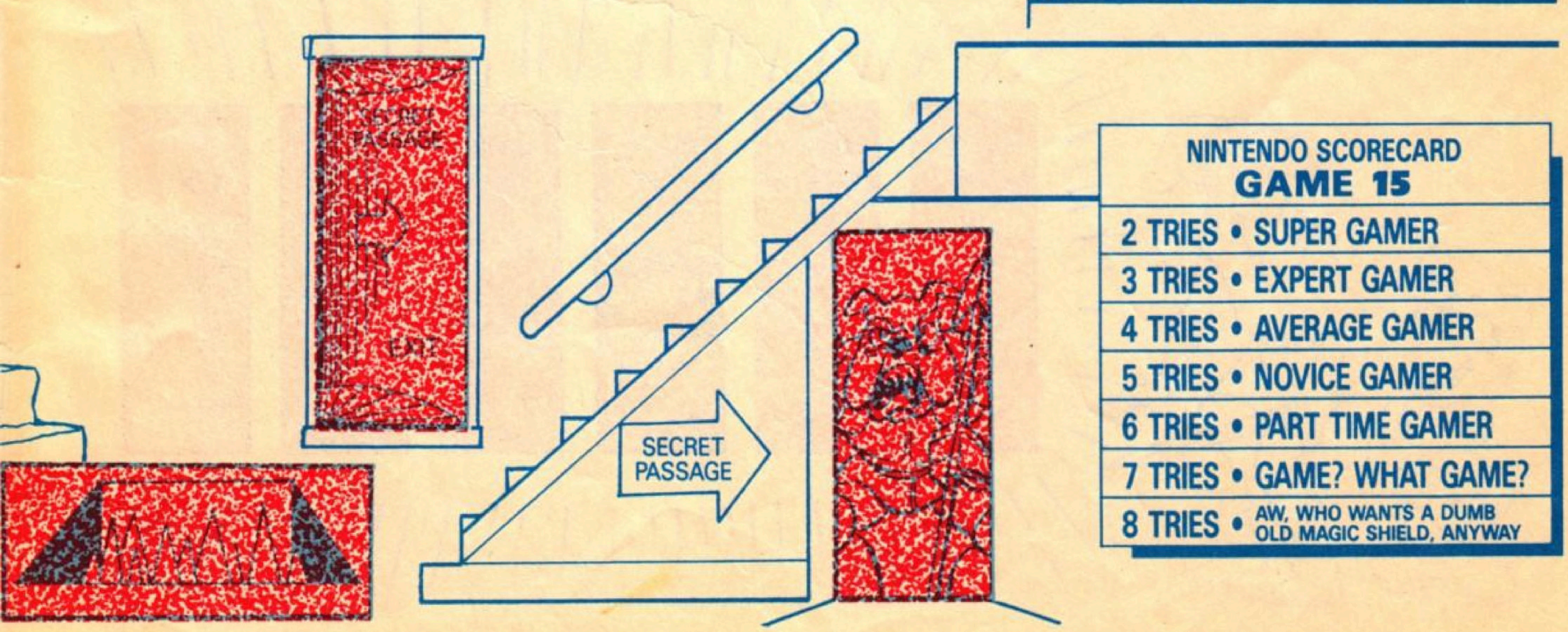
FOR TWO PLAYERS: Each player takes turns trying to discover how to get past the pit of fire. The one who stays untoasted is the winner!

FOR ONE PLAYER: Try to get around the pit as quickly as possible before the magical shield leaves in disgust. Check card below for score.



134-135. Wisdom, Power, Courage too.
These Triforce pieces are for *you!*

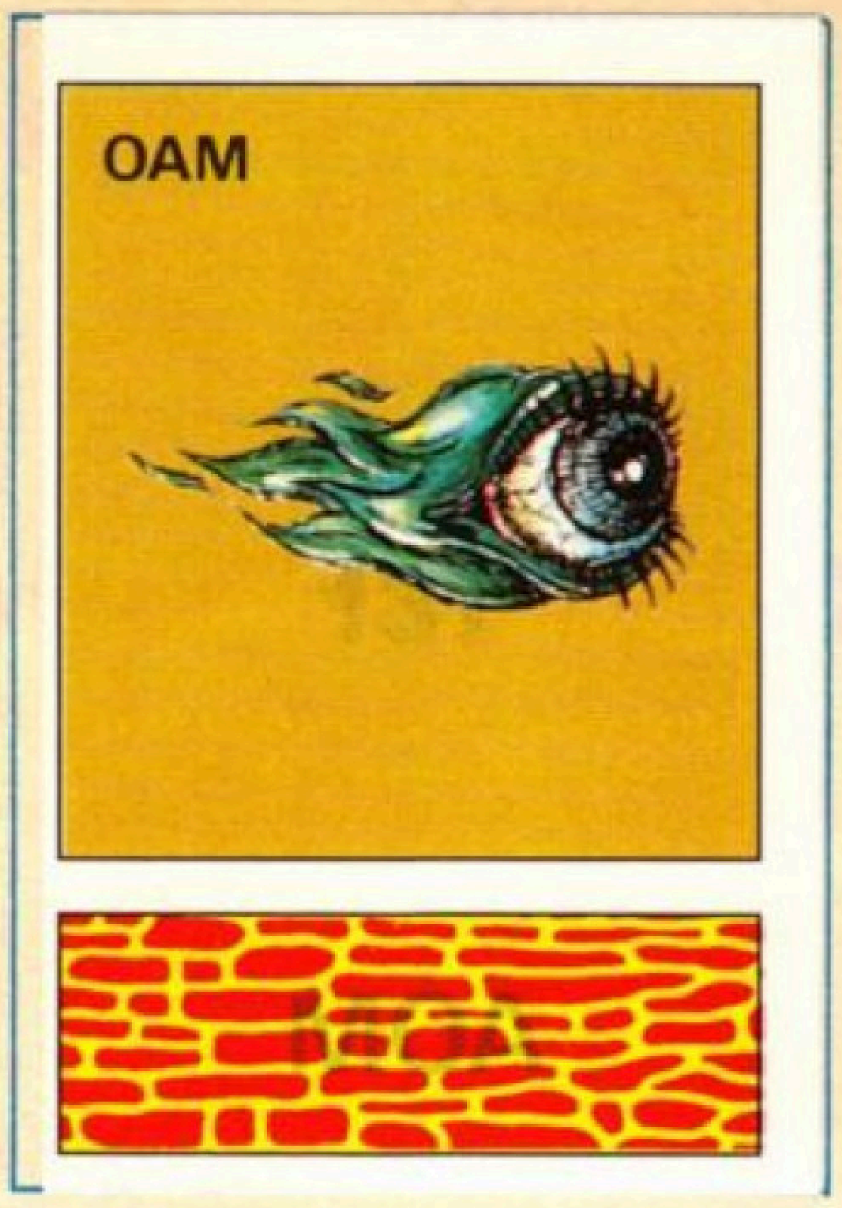




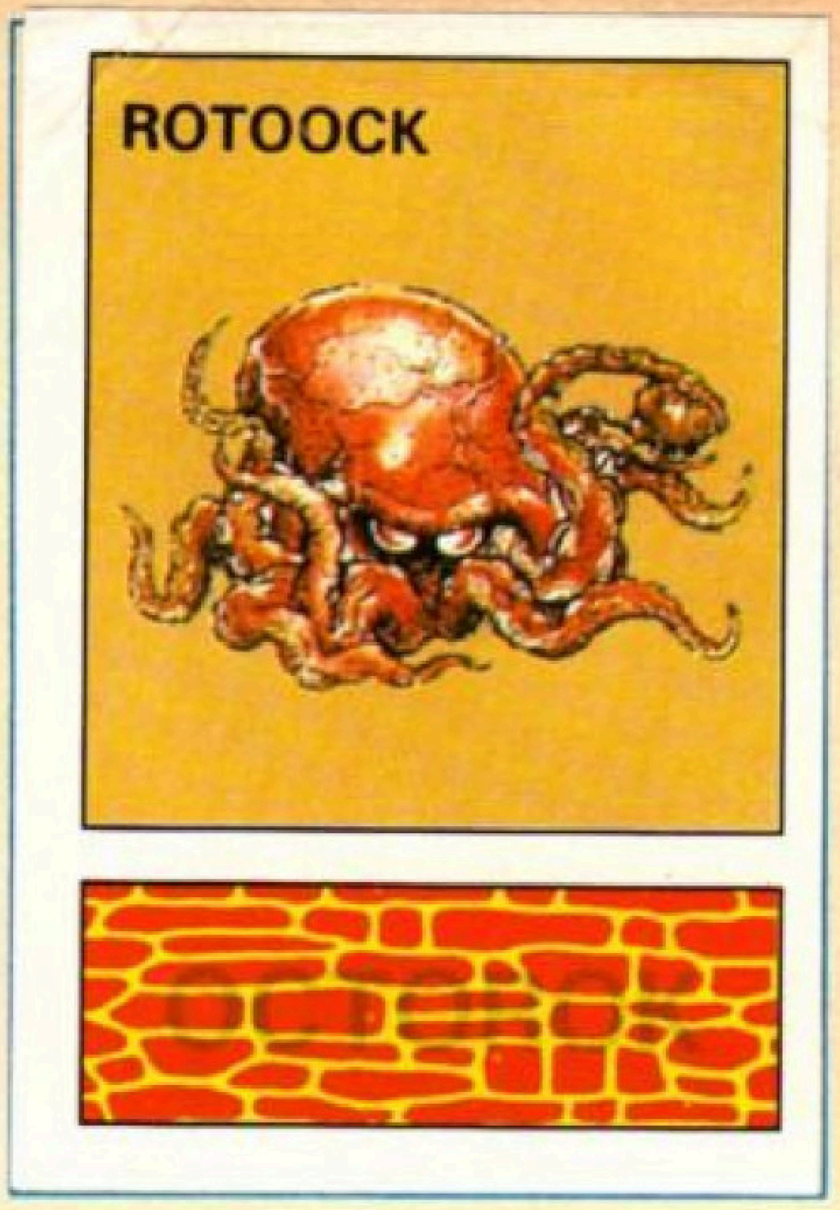
NINTENDO SCORECARD **GAME 15**
2 TRIES • SUPER GAMER
3 TRIES • EXPERT GAMER
4 TRIES • AVERAGE GAMER
5 TRIES • NOVICE GAMER
6 TRIES • PART TIME GAMER
7 TRIES • GAME? WHAT GAME?
8 TRIES • AW, WHO WANTS A DUMB OLD MAGIC SHIELD, ANYWAY



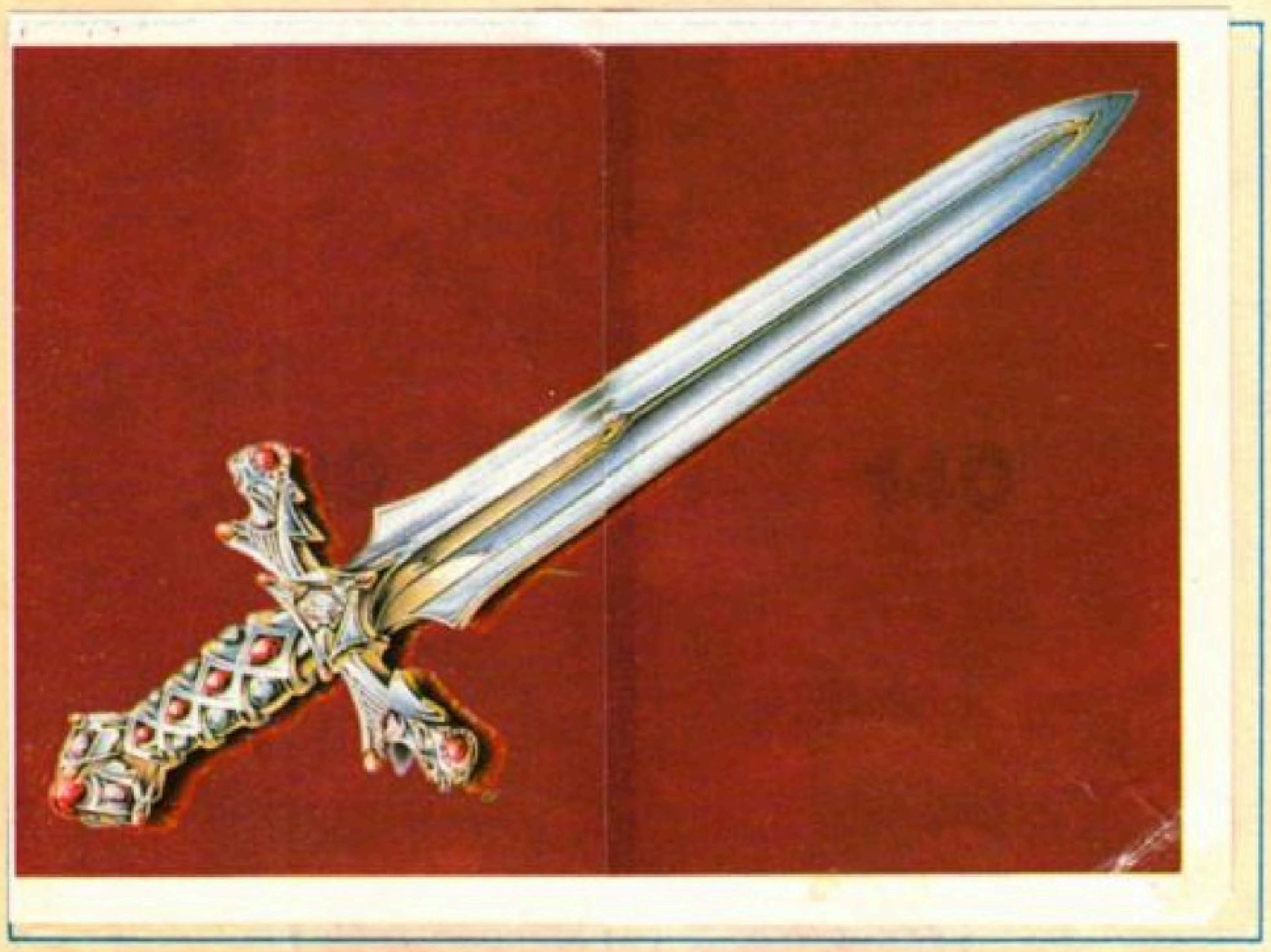
136. **Clue:** A bulldog-like goblin who lives in the forest. He attacks by throwing spears.



137. **Clue:** A graveyard ghost.



138. **Clue:** The land-octopus spits rocks and leaps high.



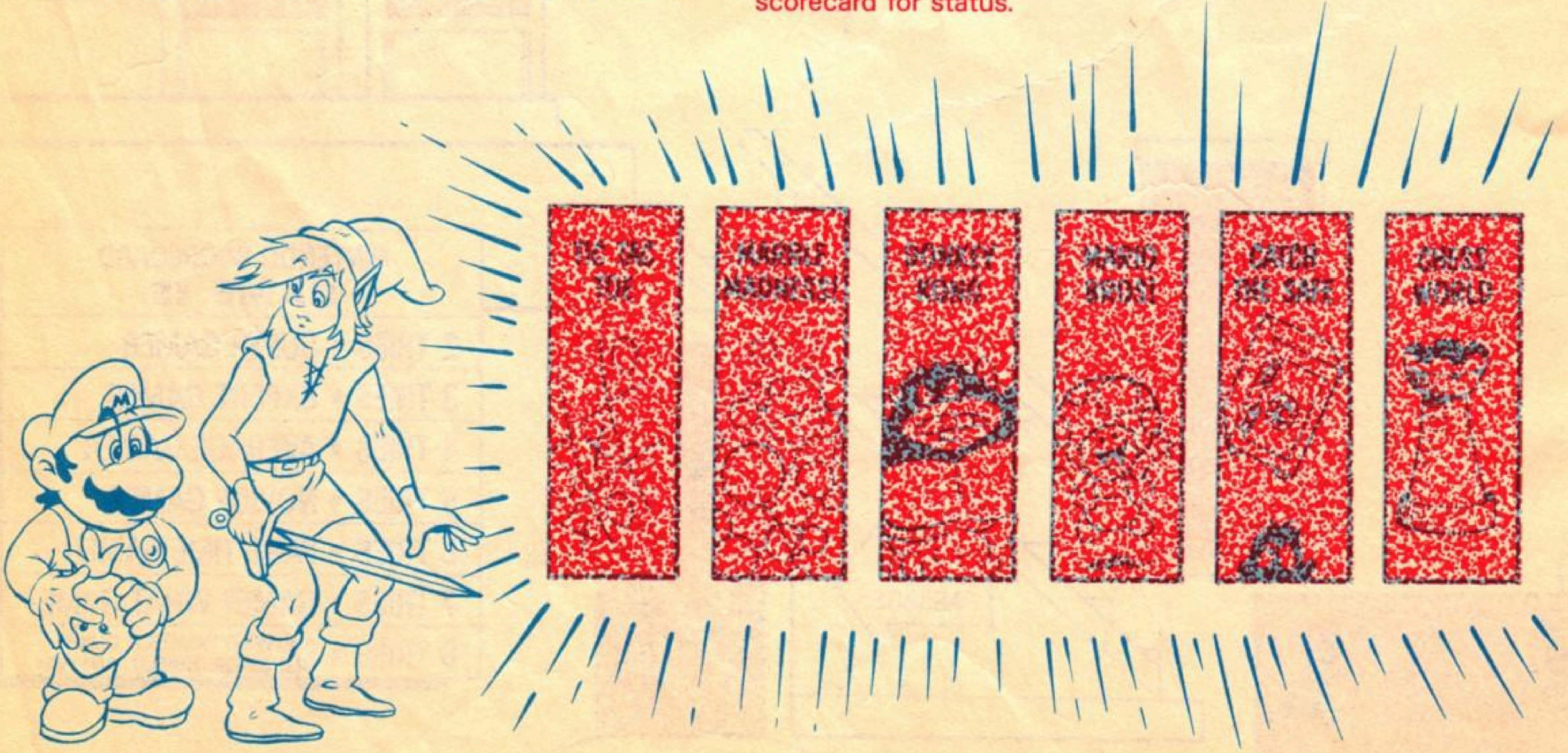
139-140. The Magical Sword of Triforce powers,
Accompanies Link in his most trying hours.

OH NO!

MARIO HAS ACCIDENTALLY STUMBLED INTO THE WRONG GAME! CAN LINK HELP HIM FIND THE CORRECT PORTAL HOME?

FOR TWO PLAYERS: Take turns trying to find the portal that will send Mario home. The first one to do so is the winner!
FOR ONE PLAYER: Try to get Mario back home as quickly as possible, so Link can get back to his quest. Check your scorecard for status.

NINTENDO SCORECARD GAME 16
1 TRY • THAT'S NINTENDO POWER!
2 TRIES • HONOR ROLL
3 TRIES • TRY AGAIN
4 TRIES • RESTART
5 TRIES • GAME OVER
6 TRIES • TILT!

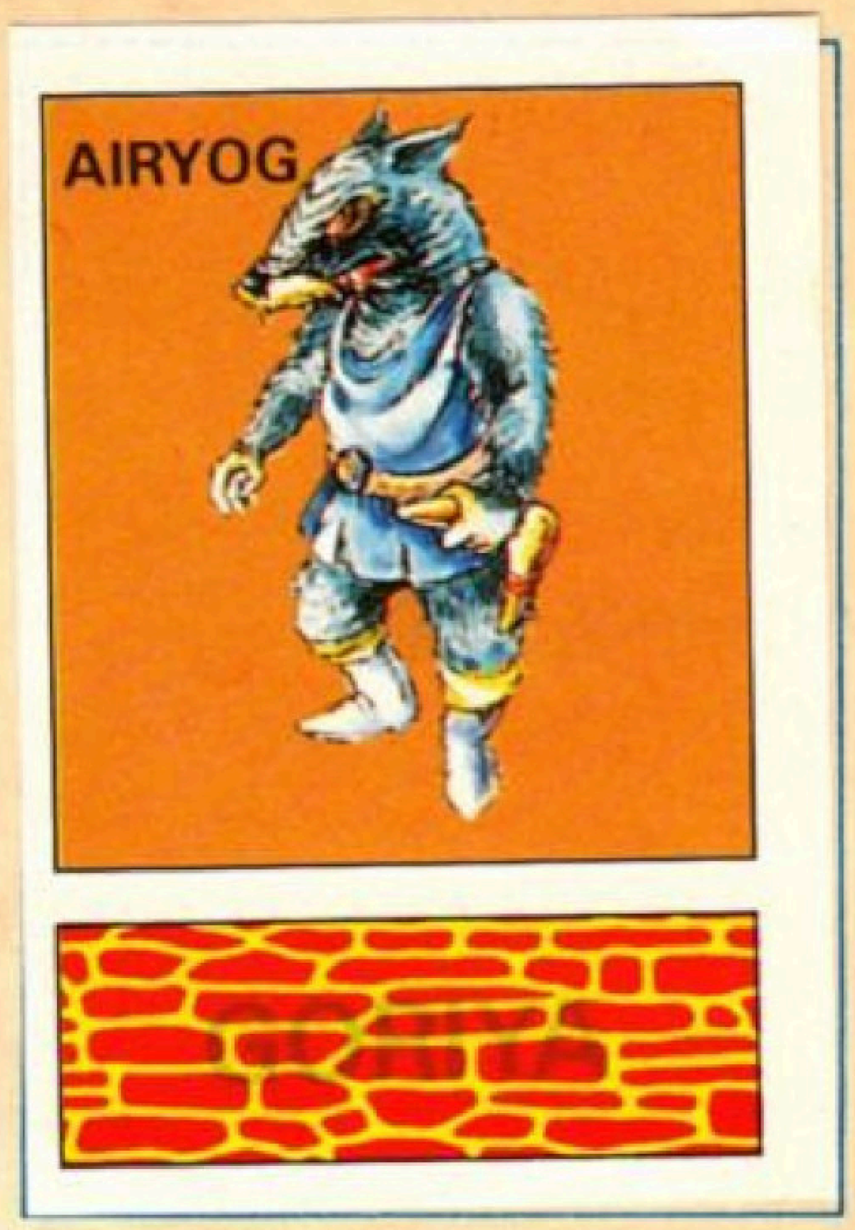




141. **Clue:** Against this creature's axe, Link's shield is useless.



142. **Clue:** Small, thorny and hard, but is weak on top.



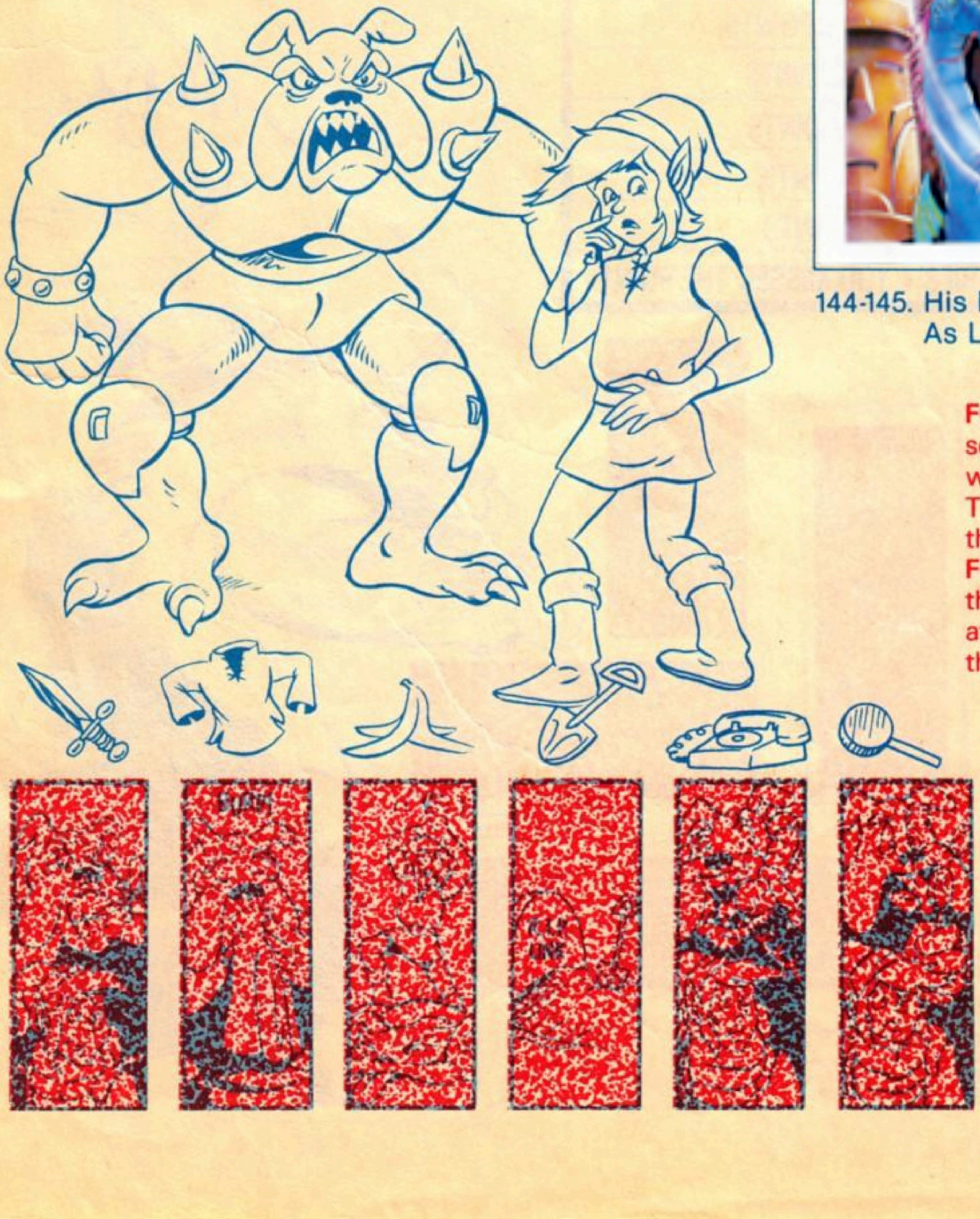
143. **Clue:** A boomerang master, he lurks in caves.

ZOUNDS!

WEAPONLESS, LINK MUST BATTLE A HORRIBLE MOLBLIN. ALL HE HAS ARE THE RANDOM ITEMS IN HIS INVENTORY. WHICH ONE WILL WORK? WILL *ANY?*



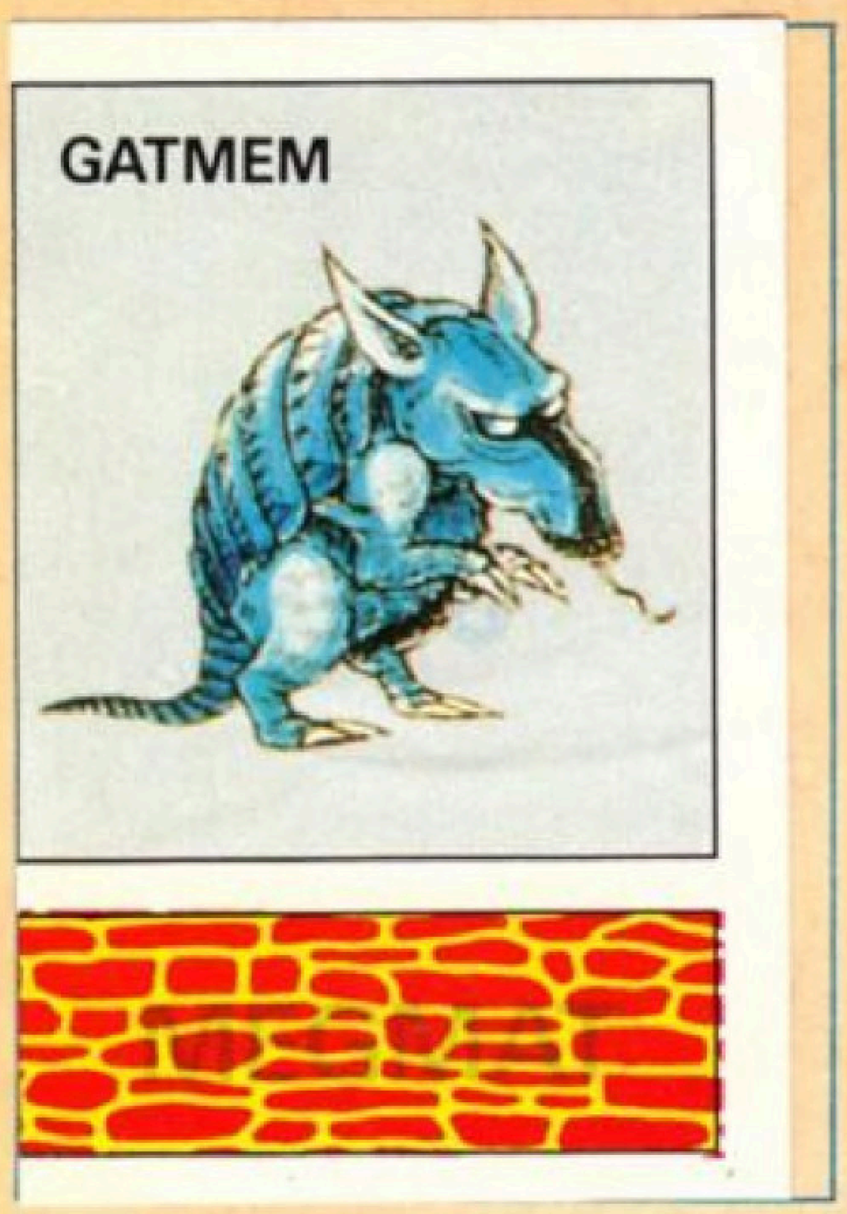
144-145. His Magical Sword he handles true,
As Link fights Stalfos and Gleeok too.



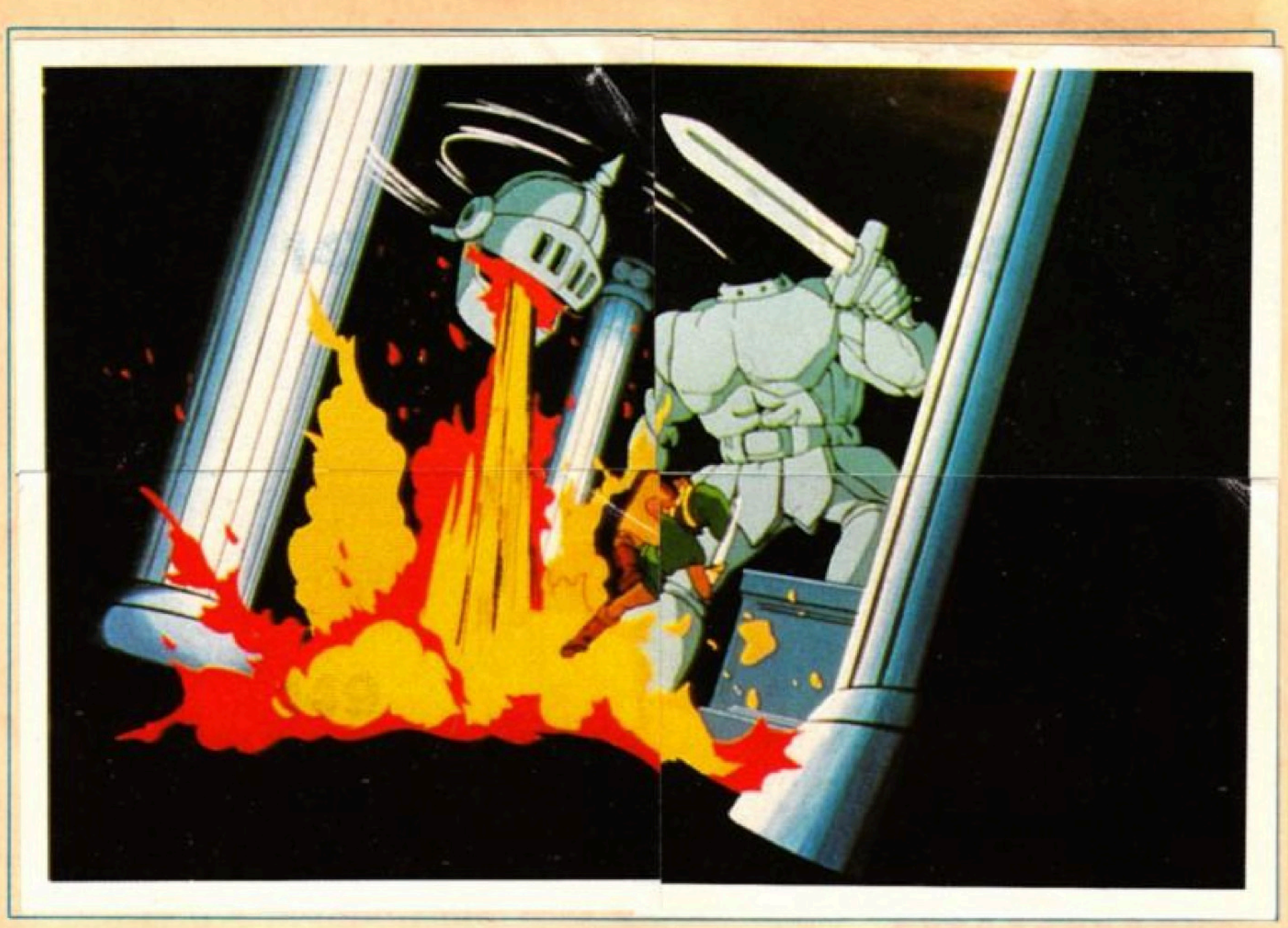
FOR TWO PLAYERS: Take turns selecting items that you think will help Link fight the Molblin. The one who guesses right is the winner!

FOR ONE PLAYER: Try to find the useful item before the Molblin attacks. Check your score on the scorecard!

NINTENDO SCORECARD GAME 17
1 TRY • ★★★★
2 TRIES • ★★★
3 TRIES • ★★
4 TRIES • ★
5 TRIES • ½★
6 TRIES • GOODNIGHT



146. **Clue:** This tough-skinned creature is a dangerous pest.



147-150. The last guardian's defeat is close at hand,
For Link, the hope of Hyrule land.

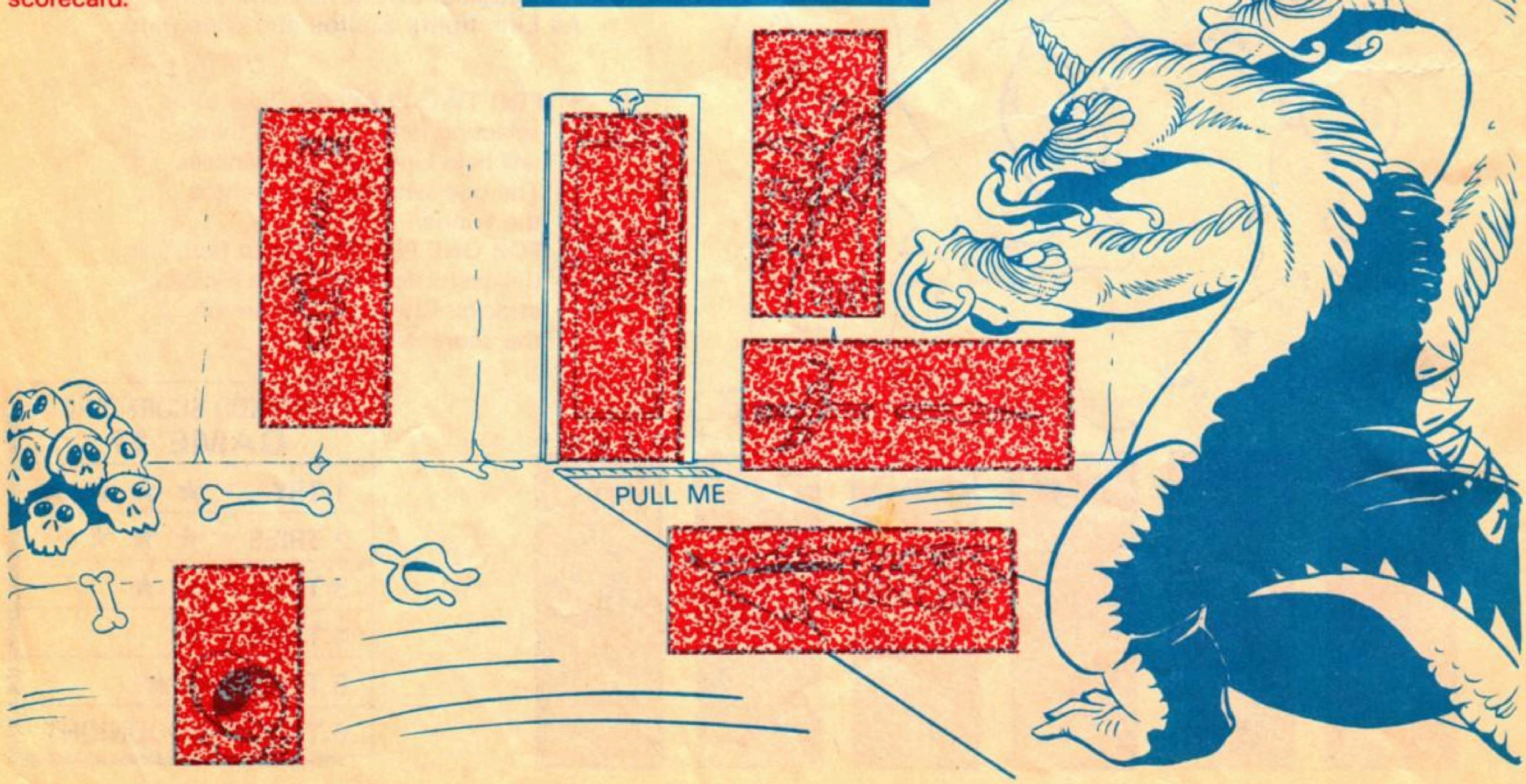
YEOW!!

LINK OPENS A DOOR AND IS SUDDENLY FACED WITH A HIDEOUS GLEEOK! THE BOLD ELF MUST ACT FAST TO SAVE HIMSELF FROM A FIERY DOOM!

FOR TWO PLAYERS: Take turns trying to figure out the one thing that will save Link's bacon! The first one to figure it out is the winner!

FOR ONE PLAYER: Try to save our hero as quickly as possible! Check your score on the scorecard.

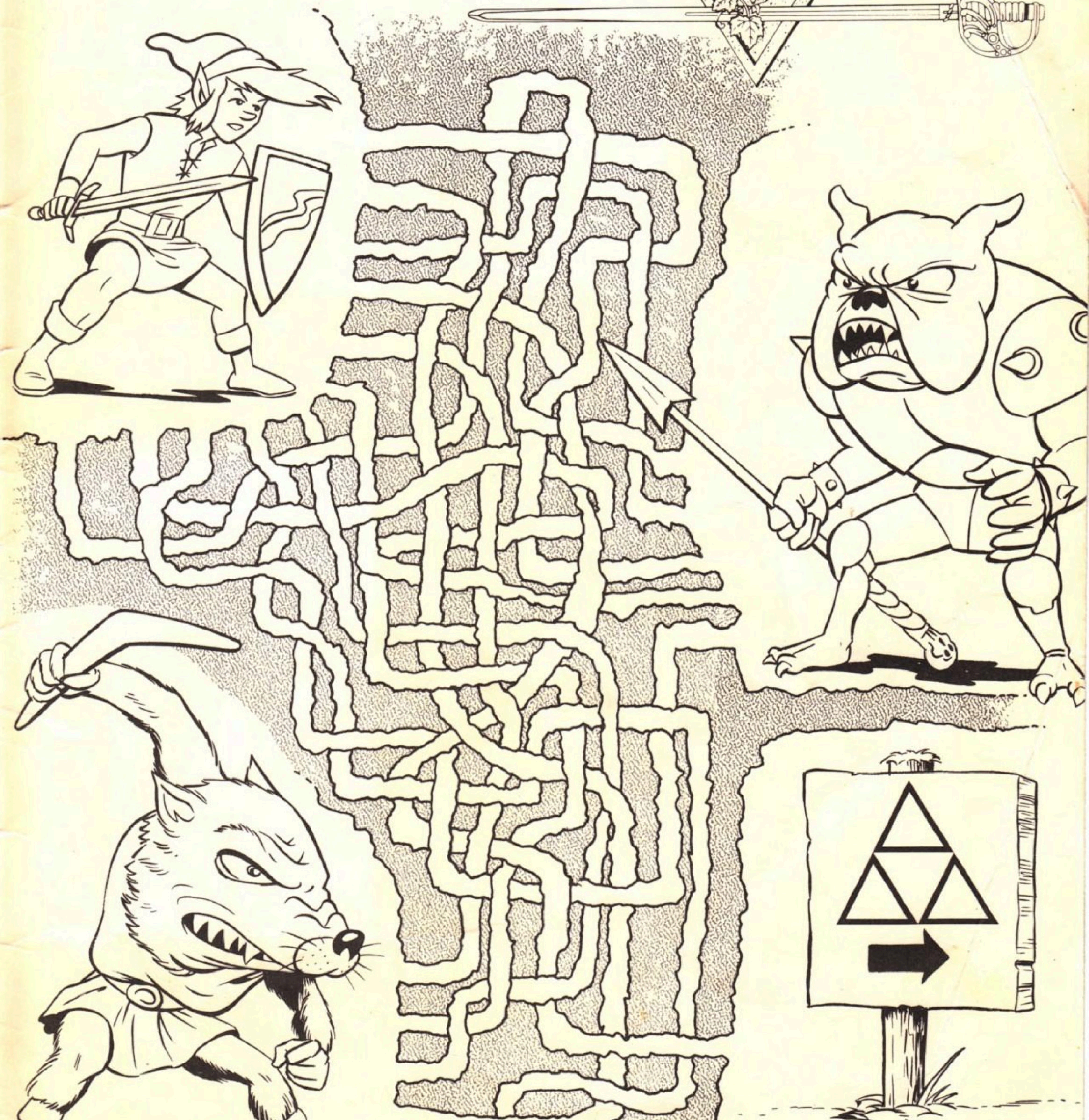
NINTENDO SCORECARD GAME 18
1 TRY • 1,000 POINTS
2 TRIES • 500 POINTS
3 TRIES • 100 POINTS
4 TRIES • 50 POINTS
5 TRIES • 10 POINTS
6 TRIES • YOU MISSED THE POINT



Nintendo®

THE LEGEND OF ZELDA®

LINK must find the road back to the kingdom of Hyrule. Only one tunnel leads to the road, but which one? Help **LINK** along on his quest.



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3. Costs are as follows:
   10 stickers cost $1.00
   20 stickers cost $2.00
   (Send no coins)
4. Mail your list, your payment, and a self-addressed *stamped* envelope (containing your name, address, zip code and a first class stamp) along with an additional $1.00 handling charge to:

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